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BLADE DANCER™

LINEAGE OF LIGHT

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BLADE DANCER™
LINEAGE OF LIGHT

PRIMA Official Game Guide

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3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com

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Product Manager: Mario De Govia
Senior Project Editor: Brooke N. Hall

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Fletcher Black



Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixilated. Similarly, Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *FEAR*, *Perfect Dark Zero*, *Ghost Recon Advanced Warfighter*, and *Heroes of Might and Magic V*.

We want to hear from you! E-mail comments and feedback to fblack@primagames.com.

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Welcome to Foo

Ballad of the Blade Dancer

Lunadia, a world blessed by the light, the stars, and the moon of seven colors.

With the birth of mankind came the shadow of the Dark Lord, followed by a horde of fearsome warriors.

The four races of Lunadia were stunned and horrified by the awful destruction brought on by the Dark Lord.

But from the shadows came mankind's last hope—the Guardian of Light, Blade Dancer Gerard.

His powers flowed from the luminescent moon, and laid low dozens of enemies with every blow. He pushed the Dark Lord's forces back into the east.

However, just as victory seemed assured, the Dread Knight, a mysterious warrior and champion of the Dark Lord, appeared. In this time of crisis, the Blade Dancer simply vanished.

All hope was lost as the shadow of the Dark Lord engulfed the world. But then, the darkness drew back and the Dark Lord fell from power.

How? Who toppled the Dark Lord from his throne?

One thousand years have passed since the defeat of the Dark Lord, and his powers are on the rise again. The people of Foo can feel it in the cool night air beneath a black moon, can see it twitching in the shadows, and can hear it when the winds blow across the sea from the cursed isolation of Vemos Island. The countryside, once safe for travel and commerce, has been overrun by monsters and madmen. The Morezard, a race of lizard men, are lashing out more frequently, emboldened by the fear of the innocents.

The stories foretold of the Dark Lord's return. What agents are trying to facilitate such cataclysm? And why would they even dare, as the horror of the first Dark Lord's reign is well recorded in the history books? Is there anybody who can stop the march of evil before it stomps out the future of Lunadia? Will the Blade Dancer, the hero who previously turned back the forces of evil, reveal himself once more to the world and light this dark hour?

Heroes and Villains

Lance Bennet



Age: 17
Clan: Anslo

Lance Bennet hails from a small Galecian village. A young adventurer with visions of grandeur, Lance sets sail for the mysterious island of Foo to make a name for himself as a warrior. He's about to get much more than he bargained for, as his arrival in Foo sets off a chain of events that could lead to the world's end.

Mercifully, the amiable Lance won't have to go it alone. In addition to his faithful companion Shushu, Lance picks up three friends along the way who lend their weapons and indomitable courage to his quest. The question that Lance must answer is not does he have the heart to stop the Dark Lord, but does he have the courage to accept his predestined fate in the great, eternal opera of good versus evil?

Felis Lehitol



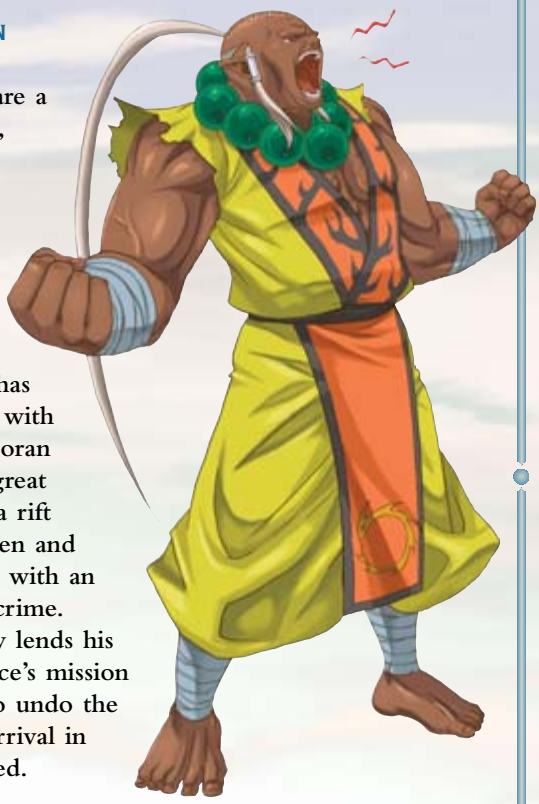
Age: 16
Clan: Melphin

Felis is a young Empath, a magical healer who absorbs the pain and suffering of those in her care. Once transferred, she applies the cures to these wounds and woes to her own body. This Melphin heroine has been kidnapped by the serpentine Morezard, a race of lizard men bent on serving the forces of darkness. How do her healing hands figure into Lance's great quest to save the world?

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Gozen

Age: 26
Clan: Zarkan



The Zarkan are a proud people, respected for their skills at exploration and feared for their courage on the battlefield. Gozen has come to Foo with his brother Goran in search of great treasure, but a rift between Gozen and Goran begins with an unspeakable crime. Gozen readily lends his might to Lance's mission as he seeks to undo the damage his arrival in Foo has caused.

Tess

Age: Unknown
Clan: Unknown



Tess is an enigmatic young woman who bears an uncanny resemblance to the girl who haunts Lance's dreams. She cannot remember her past life, so Lance bestows the name Tess on her, a moniker taken from his favorite childhood fable. Her role in the latest chapter of the Dark Lord's epic has yet to be written, but if Lance has anything to do with it, he will save her from the terrible fate that awaits her.

Dread Knight

Age: Presumed hundreds
Clan: Unknown



The return of the Dread Knight heralds the rise of the Dark Lord. This wicked warrior—named for his armor, which is as black as sackcloth—is determined to find and destroy Tess. Such motives bring him before the sword of young Lance, but there is a hidden history of the Dread Knight lost to the sands of time. Perhaps as Lance draws closer to catching his quarry, he will come to understand the nature of this dark figure.

How to Use This Guide

Lance's adventures in Foo take him to every corner of the island—from crossing the arid Gallema Desert to slashing through the dense Sepna Forest to walking down the main street of the capital city to braving the infernal crags of Nephrem Mountain. Many sites must be revisited several times as new information becomes available and certain events transpire.

As such, the walkthrough is presented not in linear order, but by location. Each location is broken down by event—what must be done during that particular visit in order to move closer to the final battle. This keeps you from having to flip to maps of a previously visited area—the tips and strategy you need to win the fight are right there.

The flowchart in the Quick-Glance Walkthrough section reveals the overarching plot of the entire game. Use this flowchart to see what you must do next and to see which page delivers expert advice on how to survive each harrowing situation.

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Prepare for Adventure

The Road Before You

Young Lance, full of bravado and earnest pride, is determined to make his own fate on the mysterious island of Foo. You must gain the knowledge necessary to help Lance explore the world around him—from battle basics to the necessity of accepting special side missions off the beaten path—to ensure he doesn't fall before his first contest with the Dread Knight.

Blade Dancer offers new twists on the traditional role-playing game, such as altering the way you collect important items and tools. Instead of relying only on shops and treasure chests to uncover the needed gear for Lance's travels, he can forge new items through the art of "crafting." There are hundreds of recipes—lists of required materials—to be discovered; knowing which raw materials are necessary to create the best weapons and support items before picking up his sword for the first time will give Lance a major advantage over his numerous foes.

As for those enemies, combat situations are different affairs in *Blade Dancer*. Rather than rely on turn-based scenarios, Lance and his compatriots must battle beasts in real time, attacking and recovering at different intervals from each other. Fortunately, Lance and his friends can call upon the moon's energy to perform amazing feats called "Lunabilities."

Unfortunately, many of the creatures in Foo also possess similar talents and will draw upon the same energy source to use them. Learn how to balance the use of Lunabilities with the ebb and flow of battle, and Lance will be unstoppable in his quest to restore Foo, defeat the Dread Knight, and uncover the secret of the young woman who appears in his dreams.

Escapades and Engagements

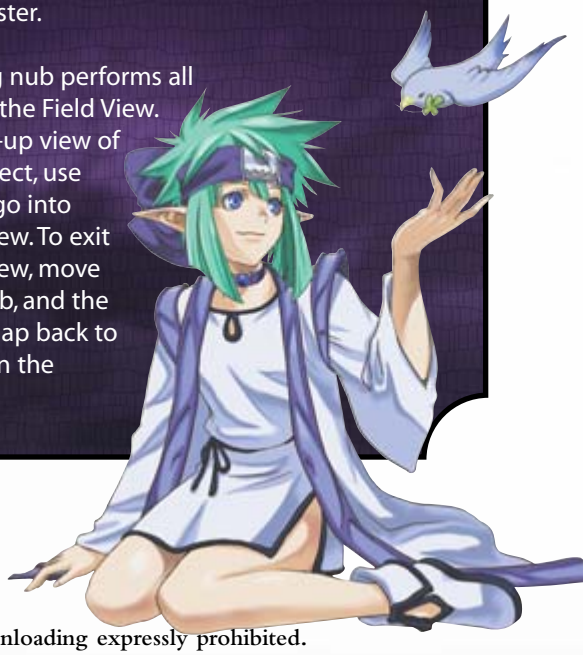
When Lance and his friends are exploring the wild or doing business in a town, the primary view is the Field View screen. From this view, you can access the necessary information about Lance and his immediate surroundings. Press ▲ for detailed options and information about party members.

The Field View Game Screen



1. **Lead character:** On the main Field View, such as in the field or in a town, only the character assigned to the top slot appears on the screen, regardless of how many members are in the current party.
2. **HP/Weapon Endurance:** Each party member's current hit point (HP) level appears on the top, while the current state of their in-hand weapon appears on the bottom. Keep an eye on these meters at all times.
3. **Compass:** The compass rotates, showing in which direction the party is moving.
4. **Target Cursor:** Use the target cursor to select items and people; also use it on monsters visible in the Field View. Toggle the cursor, using ■, between different objects to gather information before planning movement or attacks.
5. **Target Information:** This displays current information about the selected target. If a monster is targeted, limited information is revealed about the creature, and the text's color reveals the general difficulty level of the monster.

The analog nub performs all movement in the Field View. To get a close-up view of a scene or object, use the D-pad to go into first-person view. To exit first-person view, move the analog nub, and the camera will snap back to follow Lance in the third person.



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NOTE

No upgraded gear will make Lance move any faster on the Field View map.

Targeting

Use the target cursor to select objects of interest, whether to gather information or initiate transactions. Bring up the target cursor by pressing ■. This selects the closest item. If there are multiple objects of interest in the immediate vicinity, press ■ multiple times to toggle between them. Press ● to deactivate the target cursor.



When an object—not a monster—is targeted, Lance can interact with it if he is close enough (within a few strides is enough). After you select the object, press ✕ and Lance will interact with it, such as opening a door or speaking to a townsperson. Monsters, on the other hand, require physical contact to initiate a battle. For more information on starting a battle (including how to do so with an immediate advantage), see the "Ready for Battle" section.

While Lance and his friends may never know what danger lurks around each corner, there are certain constants in the wild. Most areas have at least one of these features, such as treasure chests, which you can access and interact with using the target cursor.



SAVE POINT: Access these blue circles to save Lance's progress. There are multiple save files per game.

LIFE POINT: Step into these magical rings to automatically restore lost HP for every party member. There is no limit on how many times you can use these rings, so visit as often as possible. The life points will disappear and be unusable until you leave and return to the current map.



TREASURE CHEST: Treasure chests contain items, weapons, and materials required for special gear creation. Some treasure chests are behind obstacles or out of sight, along the borders of areas.



MONSTER: These floating skulls represent packs of monsters in the wild. The skull's color indicates how difficult it is for Lance and his friends to defeat the monster.



POINTS OF INTEREST: There are certain objects, such as moon-stone shards, that have special functions. These are uncommon objects, sometimes exclusive only to the area in which they are found.



Maps

Tapping SELECT opens a Map screen of the immediate area, regardless if Lance is in the field, a dungeon, or in town. However, a map is not available if Lance is inside a house or shop, where the environment is too small to require a map. Maps show the area's shape and the location of all available exits—they do not display where any features, such as save points and treasure chests, are. Even more important, maps do not show the location of any monsters.

Because all action happens in real time, be careful about lingering on the Map screen when in the wild. If there are any monsters nearby, they may pick up on your presence and attack while Lance is evaluating his surroundings. Unless the party is prepared for combat, an unexpected attack can be disastrous.



Caution

If you use the map or any Inventory screen while in the wild, make sure that all party members are at reasonable health and equipped with sturdy weapons, should a monster launch a sneak attack. It's often hard to regain footing in a battle if a character's first turn must be used to equip a weapon or heal, rather than attack.

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Main Menu



From the Field View, press ▲ to bring up a menu of all available options, such as a quick view of each character's status and well-being or the ability to use an item. The full list of options from the Main menu is:

Status: Displays a character's current stats, such as his HP or attack strength.
Item: Access the party's complete item inventory.
Equip: Change active weapons or gear.
Arrange: Change the party formation, which affects battle performance.
Crafting: Want to create an item from a recipe or experiment with available raw materials? Select this option to bring up the Crafting menus.
Options: Select this to change game options, such as music volume.
End: End the current play session, losing all progress made since the previous save point.
Close: Close the Main Menu. Pressing ▲ again will also close the Main Menu.

Status

To monitor a character's current state, select the Status option. This unfurls a list of individual traits that reveal how a character will perform in battle, such as their attack strength and defensive capabilities. If there are multiple characters in the party, press L or R to scroll through the members.

You can permanently affect these stats by achieving new levels through the accrual of EXP during battle, or temporarily by equipping different weapons, armor, and protective gear, such as earrings and leggings. The stats can be affected even further on a battle-by-battle basis by using special items, such as potions, that raise a stat during the course of a single battle. After the battle, the affected stat returns to its precombat level.

NOTE

Some statistics can also be affected during battle if a monster uses an attack that results in a status ailment, such as Darkness or Berserk. These ailments are detailed in the "Ready for Battle" section.

THE STATUS SCREEN



Clan: The clan to which the character belongs. This does not affect the character's performance.
Level: A character's current level. With each increasing level, the character earns stat upgrades. Reaching specific levels unlocks new Lunabilities and the ability to use more powerful weapons.
Hit points (HP): The amount of damage the character can take during battle. Should HP run out during a fight, the character can no longer participate and will not get any of the shared experience points at the battle's end. The left number is the current HP amount. The right number represents a character's maximum amount of HP.
Experience points (EXP): Must be accumulated to gain new levels. You earn experience points at the end of every battle through the destruction of monsters and unused Lunar Power. The left number is the current amount of EXP, while the right number is the EXP required to achieve the next level.
Attributes: Each character has an attribute that affects their performance in battle as well as their ability to craft specific items. The four attributes are modeled after the four classical elements: earth, water, wind, and fire. Each element is strong against one of the other elements and weak against yet another.
Power (PWR): Determines the strength of the character's attack.
Energy (ENR): The more Energy a character has, the better they are at repelling damage from a monster attack.
Dexterity (DEX): This value affects the character's performance with weapons, not Lunabilities. The greater the number, the more damage they can unleash.
Agility (AGL): This value affects a character's accuracy during combat. The higher the value, the greater the chance the character has of scoring hard, critical attacks against monsters.
Intelligence (INT): Directly affects the character's magical power. The higher this value, the greater the effect of a cast Lunability, whether it is a damaging attack spell or a support casting, such as a healing chant.
Psyche (PSY): This value affects the character's ability to withstand Lunability attacks and other spells. The greater this number, the better the character's chances of shrugging off the effects of a Lunability.
Logic (LGC): Directly correlated with magical defense. The higher this value, the greater the character's ability to weather the effects of a Lunability used against them.

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Equipping Weapons and Gear

While every character can use their bare hands to attack a monster (inflicting little damage), Lance and his friends will go through hundreds of weapons as they fight their way to the end of their grand adventure.

To change weapons, use the Equip command from the Main menu. This brings up a list of every weapon, armor, and accessory slot that can be filled:

Weapon: The character's in-hand weapon.
Earrings: Affect the character's stats, including some magical stats.
Necklace: Affects the character's stats, including some magical stats.
Bracers: Affect the character's stats, including some magical stats.
Rings: Affect the character's stats, including some magical stats. Characters can wear only one ring at a time.
Armor: Affects the character's defensive stats.
Leggings: Affect the character's defensive stats and some magical stats.



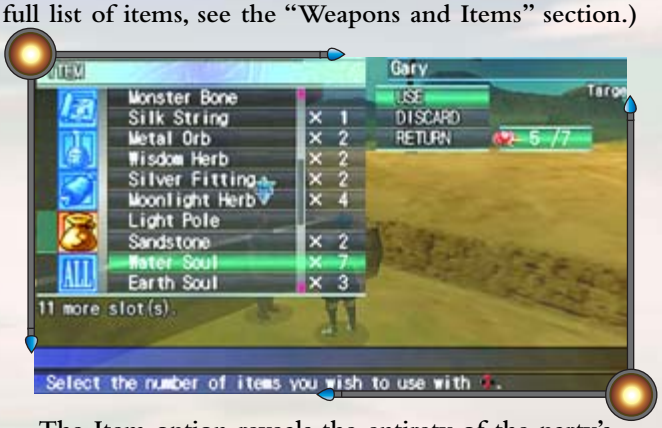
When a weapon, armor, or accessory slot is chosen, a list of all available gear you can equip is brought up. Scroll through each available weapon or item to see how equipping that item will affect the character's stats. Yellow arrows show how much a particular stat is raised; a red arrow displays how much a stat is dropped.

If a weapon is being equipped, the weapon's current status is displayed below the list of available instruments. This meter shows how much "endurance" the weapon still has. The closer the meter is to empty, the sooner the weapon will break as a result of battle use.



Using Items

Lance and his friends will collect hundreds of items during their journeys; these items are stored in an expansive inventory. Items are as varied as simple potions that raise a small amount of HP to special books and tomes that affect the battle performance of fellow characters. (For a full list of items, see the "Weapons and Items" section.)



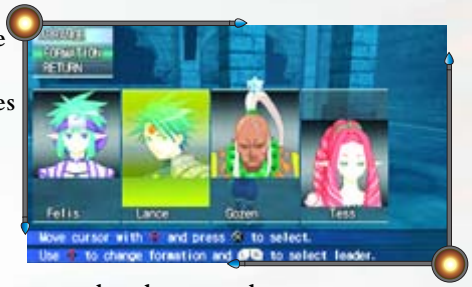
The Item option reveals the entirety of the party's inventory. To use an item from this menu, highlight it and press ✕. If there is more than one member in the party, select on which character to use the item. If the item cannot currently be used, its name will be gray. To clear space in a crowded inventory, either sell the item back to a merchant or drop it with the "Discard" option.

NOTE

When a character leaves the party, he or she takes whatever weapons or accessories they have equipped, but all items remain with the primary hero: Lance.

Arrangement

Changing the party's formation—if it has more than one member—affects how the group is treated by monsters both in battle and while roaming in the field. By default, Lance is in the front slot, which is on the screen's left side. As more members are added to the party (the maximum number of heroes is four), there are more opportunities for changing the group dynamic.



To change the party's physical order (which does not have a direct effect on battle performance), select "Arrange" from the menu. Using the D-pad, target the character that you want to move. Select the character with ✕, then select the character you want to switch places with.

You can also change each character's battle position, which *does* have a direct effect on battle performance. You can shift characters so they stand either in front or in back during a fight. Heroes that stand in the front are

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attacked more often, but their Lunar Clock fills much faster, allowing them to take more turns during a battle. Characters in the back position have slow-filling Lunar Clocks but have a greater chance of landing successful attacks. To toggle between front and back positions, target the character and press either up to move them to a front position or down to a back position.

The group leader is the highlighted character on the Arrangement screen. You can change who the group leader is by pressing L and R to move the highlight. This affects two things: which character is seen on the Field View screen, and how the party interacts with monsters.

Group Leader Effects

CHARACTER	FIELD EFFECT	COMBAT EFFECT
Lance	—	—
Gozen	Monsters are more aggressive	Each party member's PWR is boosted
Felis	Monsters in the field are less aggressive	The amount of items that defeated monsters drop increases
Tess	—	The amount of items that monsters drop increases; the Lunar Gauge fills faster

Experiment with different group leaders to see which formation is best suited for the current situation. If the party is low on support items and money is scarce, putting Felis in the lead can be of great help—less combat and more chances for dropped items. If the party needs to level up some before a major battle, having Gozen in the lead results in increased monster fights and additional chance of success with extra PWR for each party member. Having Lance in the lead position is like playing it safe, as he has no direct effect on any monster aggression.

Crafting

In order to create new items, weapons, and accessories, select "Crafting" from the Main Menu. This opens up the option to either craft new gear from recipes or through the trial and error of mixing and matching raw materials. There are two ways to get recipes—either through a visit to the appraiser (an in-town specialist who breaks down items to their raw materials for a price) or whenever a successful combination is made from player attempts. For a full explanation of crafting, see the "Crafting and Collecting" section.

Interacting with People

Foo's people contain a wealth of information—and wealth itself. For Lance to learn about the island's secrets and earn a living on the open road, he must interact with as many people as possible. Towns, such as the city of Jade, are full of people, and for the most part they are helpful and courteous. Occasionally, Lance will encounter an unsavory citizen, but no matter how snooty and brusque they are, you must heed them, as knowledge can be hidden between even the tersest words.



Whereas the majority of people are good for conversation and helpful hints, some of the citizens have requests or jobs called "side missions." Lance can listen to these requests and choose to accept them, if he wishes. Taking on a side mission isn't necessary, but every side mission has a reward. Some rewards are better than others, and Lance will often discover that the harder the goal, the greater the riches associated with it. However, there are a few side missions with easy requirements, such as an artsy man in need of new poetry, that result in unexpected riches. Every completed side mission also extends the heroes' Lunar Gauge by 10 points. (See the "Prepare for Battle" section for a full explanation about the Lunar Gauge.)

It is important to note, though, that not every side mission is available the first time you encounter the person offering it. Sometimes, certain events must transpire for a side mission to become available, so keep checking back with people to see if they have a new job for Lance. View all accepted side missions via the Main Menu's "Missions" entry.

> **NOTE**
> For a complete listing of every side mission available to Lance, see the "Side Missions" section.

If Lance has completed a side mission that required the retrieval of an item, he can hand over the goods to get his reward. To do this, use the target cursor (press ■) to select the person, then access the Item menu. Highlight the requested item, then press ✕ to select it for use. Choose "Target" from the list of available people to give the item to, and Lance passes the item to the targeted townsfolk. Any compensation is then handed over, and the mission is checked off in the log as complete.

Crafting and Collecting

Bravery and ingenuity are only half the battle for Lance and his friends—to conquer monsters and survive harrowing moments of high adventure requires a collector's eye. Lance must spend tens of thousands of gold pieces to buy items when visiting shops in town. Some money can be saved by opening every treasure chest found in the wild, but even greater discounts come to those with a talent for crafting new items from raw materials.

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Shopping for Goods

Lance will find a variety of shops in town that sell weapons and goods, as well as raw materials. Every successful battle results in additional gold, ensuring a steady income to put right back into the local economy. Inventories change as Lance gains comrades and increases in level. For example, the shops in Jade carry meager offerings when Lance first arrives in town. However, after he picks up Gozen, the shopping experience grows to include new weapons and gear.

There is typically a direct correlation between price and quality. Better weapons cost more—but Lance gets what he pays for. Every weapon has the same list of stats as a member of the party, and by comparing the currently equipped armament to those in a shop inventory, the stat benefits of new tools reveal themselves. The same principle goes for items and materials—potions that heal more HP, for example, cost more than base-level brews.

Shop Types

There are a variety of shops in town that sell goods. None of the shops have crossover items, so to find a specific type of gear or goods, check in with the proper merchant.

WEAPONS DEALER: This is where Lance and his crew find the weapons of war they need to carve serious monster hide. Buying blades and bows at retail is pricey, but sometimes it is the only way to get a specific weapon type if a special recipe and the necessary raw materials prove elusive.



EQUIPMENT VENDOR: Sells armor and other defensive gear. This shop carries a wide variety of adornments and protective plating, but, much like with the weapons vendor, such gear comes at a steep price. However, don't be a cheapskate when it comes to defense, as a fat purse of gold (G) does Lance no good when he's run through by a powerful beast.



CRAFTING BROKER: Lance needs a constant supply of raw materials so he and his friends can create new gear and items. You find many ingredients in the wild, either in treasure chests or on the carcasses of slain monsters; you can also buy some materials in town at a crafting broker, but the inventory is limited—especially when Lance is at a higher level and able to craft special weapons with elemental properties.



ITEM MERCHANT: Provides support items, such as books and potions. Lance can select a variety of helpful items, but as with weapons and defensive equipment, the best items must be crafted. However, you can use many of the items you buy from the item merchant as materials for the crafting process.



APPRAISER: Have an item or weapon that would prove useful in numbers? Take it to the appraiser, who will break down the item into its raw components for 100G. The materials go into the party's inventory. The appraiser cannot create a recipe for any equipped weapon or defensive item, nor can he break down basic crafting ingredients.



INN: There's always room at the inn, where a fatigued party can rest and restore any lost HP for only 10G. Only HP is restored at the inn—it is not a save point.



APPRAISING



Trips to the appraiser can prove both enlightening and expensive, but it's a necessity in order to arm Lance and his friends with more than just the basics bought from a store. To make the most out of the experience, follow these tips:

- When you take something to the appraiser, have at least five slots in your inventory open. Five materials are the maximum required to craft an item, and if there is not enough space in the inventory, some materials could be lost.
- Don't immediately take a weapon to the appraiser. Use it in battle until it is close to breaking, then take it to be disassembled. You always risk losing materials in a failed crafting, and it's better to lose an ingredient for a weapon that would have only been useful for several battles than a fresh one.
- Skip the appraiser and check out every recipe in the "Recipes" section.

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Crafting

The art of creating useful weapons and items from raw materials is called "crafting." In order to make multiples of rare and powerful weapons and gear, Lance must rely on this talent. Crafting is an excellent way to save gold, too, as it always costs less to buy the raw materials needed to create something than to buy the already-fabricated item. For example, potions cost 150G, but the ingredients to make one cost only 60G (spring water is 10G and an herb is 50G).

Crafting is not an exact science, nor is it always guaranteed to be successful. There are several outside factors that go into crafting, such as the attribute of the character creating the item and the moon's current phase. When creating armor or accessories with a specific elemental slant, using the hero with the matching element definitely increases the odds of a successful craft—in fact, if all goes well, the character may end up making more than one of the intended object.

A character's attribute can also affect the amount of Endurance in a newly crafted weapon. The more skilled the hero, and the more of a match they are with the intended weapon's element (if applicable), the more Endurance the fashioned weapon will have. Because some raw materials are rare and difficult to restock, it is best to try and line up elements in order to increase the chances of a successful craft.



Caution

If the crafting fails, one or more of the raw materials in play will be lost. If you are attempting to craft a weapon or item from rare or expensive materials, find a save point first so you can reload your game if you lose an important ingredient.

From Recipes

There are two ways to craft a new object—from recipes or from trying to string together a successful series of raw materials. By far the easiest method is using a recipe gathered from either an appraiser or from a previous success with trial and error. To craft with a recipe, choose "Crafting" from the Main menu, then select the recipe option.



After you select the recipe option, choose a recipe from either a complete catalog (under the "All" header) or by the various item categories, such as weapons, earrings, and support items (potions, etc.). If the required ingredients are in the party inventory, the recipe appears in white text. If there is a missing ingredient, the recipe appears in gray.



Following the selection of a recipe, choose which character in the party will perform the crafting. This has a serious effect on the odds of success, especially if the intended item or weapon has an elemental quality to it.



Finally, the crafting process begins. The ring on the screen's right side explodes in a torrent of light and color. If the crafting was successful, you hear a pleasant chime and the quantity of the item appears in the ring. If the crafting failed, you hear a shattering sound and see which ingredients were lost.

From Ingredients

No recipe? No problem. You can fashion items from ingredients and raw materials without a preordained recipe, but you can mix the results. To begin, select the ingredient option from the menu, which asks you to choose between recipes and ingredients. Then, like with a recipe, choose which character will perform the crafting.



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Next, select the ingredients you want to use in the crafting attempt. You can choose up to five ingredients, with a minimum of two. After selecting ingredients, start the crafting process. If the ingredients you chose do not amount to a new item, the ring on the right tells you the mixture is useless. Fortunately, none of the ingredients are lost, and you can switch out materials.

Ready for Battle

The once-peaceful island of Foo is now home to packs of ravenous monsters and troublemaking bandits. It will take the courage and conviction of a band of true heroes to clear the countryside and make it safe for innocent civilians. Battle experience will turn Lance and his friends into hardened warriors, but instead of weathering scars and stabs, get the jump on the fierce monsters by knowing how to mastermind a fight from the surprise attack to the final blow.

Before Combat

Perhaps the best way to emerge victorious from a fight is to enter it from an advantageous position. Before going into battle, gather intelligence about monsters by observing their activity and getting close enough to see which monsters (and how many) are in the group before launching an attack.

Know Your Foe



In the Field View, monsters appear as floating skulls. While this does not immediately reveal which specific beasts are gnashing their teeth for a chance to strike, it does give the party a real-time representation of danger in the field. The skulls patrol a small area of the map, wandering around in a sometimes erratic pattern.

If the party gets close to one of the skulls, it becomes aggravated and moves faster. Depending on the strength of the monsters or the party members, the monster may either run away in fear or charge the heroes. Use the skull's color to help determine the monsters' strength, then act accordingly.

Monster Icon

COLOR	STRENGTH
Blue	Weak monsters, easy fight
White	Well-matched strengths, fair fight
Red	Strong monsters, expect to take damage
Gray	Extremely strong, perhaps overwhelmingly so

White and red skulls will not avoid a fight, but as your party gains levels and picks up better weapons, monsters that were once a challenge cower in your presence. You can instigate a fight with them for extra EXP, but you must chase the monsters down.

Be cautious about getting trapped between two or more floating skulls when out in the wild, especially if your team has taken a beating. When you retreat from a fight, the skulls floating nearby are still there and can make a sudden lunge before your party has a chance to recuperate. If too many red skulls surround you, the chances of a party member falling skyrockets.



Caution

Weaker monsters (blue skulls) may run from your party, but they can also run headlong into another monster group and join forces. Suddenly, easy prey becomes a formidable fight.



Use the target cursor on the Field View map to lock on to monsters and get a general idea of the party composition. Vague descriptions like "Forest Guards" or "Bandits" hint at what monsters are in the roaming party. To get a full listing of the monsters, press ✕ after locking.

Initiate Battle

If you want to challenge a group of monsters, make contact with the floating skull to initiate the fight. Every monster has a field of vision, and if it spots you first, it may try to start the fight whether you want one or not. If spotted, you can either run into the monsters head-on to begin battle or attempt an escape by running away. To escape a battle, you either need to run to a new area of the map or move out of the monster's field of vision long enough for them to lose interest and calm down.



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If you decide to attack monsters, get the early advantage by initiating contact. If a monster chases you down and touches you in the back, chances are he will get the first attack. If you can sneak up on a monster group and touch the skull at the back, you are likely to get first strike. Running headfirst into a monster group results in a fairly even starting position, with Lunar Clocks (which determine when a character or monster can take action) synched up.

Be Prepared

Before entering a battle, make sure all party members have a decent weapon equipped and ready. Keep a constant eye on weapon endurance, because weapon breakage in the middle of a fight can prove disastrous. If a weapon breaks during battle, you can use an Equip command to replace the weapon. If you have no extra weapon compatible with that character, he will attack with bare fists. It works, but it does reduced damage with no special elemental abilities.

Tip

You cannot craft a new weapon during a battle. However, if you are fast, you can create a new one between fights, so keep the necessary ingredients to create at least one weapon while out in the wild. It's good, in fact, to have extra ingredients on hand, should the crafting process fail.

Tip

Equipping a new weapon during a battle does not take up a turn. You can change a hero's weapon, then choose to attack, use an item, or unleash a Lunability.

Lunar Clock

Battles unfold in real time. Instead of taking turns (you attack, then monster attacks), each participant is assigned a Lunar Clock, which counts down how much time is required to take action. You can only see your party's Lunar Clocks, but the monsters have to play by the same rules.



When the battle begins, all Lunar Clocks start somewhere in their rotation but never in the same place. One party member may be closer to making a move than another; you must account for that with on-the-fly strategies. When the hand of the Lunar Clock strikes noon, the clock fills with a "!", indicating the character can perform an action, such as an attack. As soon as the

Heat of Battle

The Battle Screen



When the party enters combat with a group of monsters or marauders, the view changes from the Field View screen to the Battle screen. The Battle screen reveals all immediate, pertinent information about the fight at hand:

1. **Character party:** All characters in the party are shown along the screen's bottom, standing from left to right.
2. **Lunar Gauge:** The Lunar Gauge displays how much Lunar Power is available for all battle participants to draw upon.
3. **Lunar Clock:** The Lunar Clock tracks the amount of time between each character's ability to take action. When the clock makes one full revolution, an exclamation point (!) appears in the center, meaning the character can attack, use an item, or cast a Lunability.
4. **Character details:** The two meters below each character's name represent their current HP (top) and weapon endurance (bottom).
5. **Monster(s):** All of the monsters the party is fighting appear onscreen, opposite the characters.
6. **Target cursor:** Much like the Field View target cursor, this cursor selects which monster is to be attacked or which teammate is to receive the benefits of a support spell or item.

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character performs that action, the clock begins a new rotation. The hand freezes in the noon position until the character acts—you cannot save up multiple rotations to perform more than one action in a row.

When the clock indicates a character can act, select the character by pressing left or right to highlight the Lunar Clock. Press ✕ to open a menu of possible actions: Attack, Luna, Item, Run, and Equip.

Attack: The character attacks with the equipped weapon—or bare hands if the weapon recently broke.

Luna: Unleash a powerful Lunability to either attack the enemy or support fellow teammates.

Item: Use a support item from the party inventory, such as a potion.

Run: Try to escape the encounter. This maneuver is not always successful.

Equip: Change the character's weapons or gear. Equipping a new weapon does not take up a turn.

The more participants in the battle, the slower the Lunar Clock moves. As you destroy monsters, the clock makes its revolutions faster. As mentioned in the "Arrangement" section, each character's position in the party also affects how fast he can act.



It's easier to use the D-pad instead of the analog nub to cycle between active characters and possible actions.

Even though you cannot see your foes' Lunar Clocks, keep track of which monster has recently acted and which is primed to lash out. If you are up against multiple enemies, concentrate attacks on a monster that has not attacked rather than on one that has completed an action. There's a chance you can slay the hesitant monster before he has an opportunity to fill his Lunar Clock and attack.

Lunabilities

Heroes and monsters can harness the moon's magic by casting Lunabilities, mystical spells that can cause tremendous damage to enemies or soothe wounded teammates with incredible healing powers. Lunabilities cannot be unleashed right away, though—it takes time to build up Lunar Points in the Lunar Gauge, which sits in the screen's upper-left corner during a battle.



Lunar Points are added to the Lunar Gauge every time a hero delivers or receives damage. The Lunar Gauge is not a static meter; when members join the party or a side mission is completed, the Lunar Gauge expands. The bigger the meter, the more opportunities to cast spells during a battle. When there are enough Lunar Points, characters can use the Luna command from their menu when the Lunar Clock indicates they can take action.

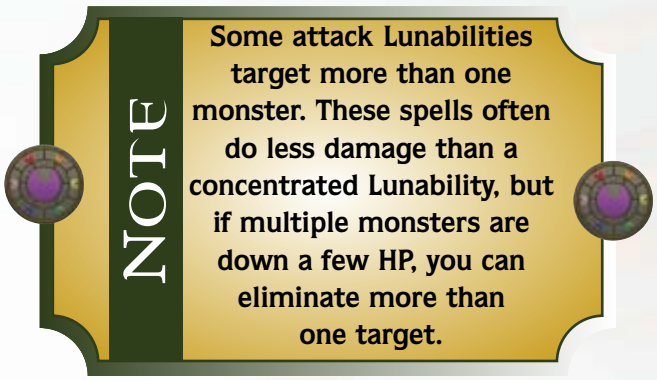
Characters learn Lunabilities as they gain levels. Each Lunability has a certain number of Lunar Points required to cast. The more it costs to cast a spell, the more damage it is likely to do—but there are exceptions. Many Lunabilities have elemental charges that can do extra damage to monsters weak against a particular element. There are four types of Lunabilities, each with a different functionality. When looking at the Luna menu, use L and R to cycle through the different Lunability categories:

Solo: The character performs an attack spell by himself.

Heal: These spells restore HP to teammates or cure status ailments.

Assist: Support other teammates by increasing their stats.

Group: These powerful Lunabilities require at least two characters ready to act. The more party members ready to join in the attack, the more damage the spell does. The cost of the Lunability does not change, no matter how many heroes participate.



Some attack Lunabilities target more than one monster. These spells often do less damage than a concentrated Lunability, but if multiple monsters are down a few HP, you can eliminate more than one target.

During a battle, both heroes and monsters call from the same Lunar Gauge to cast Lunabilities. Some monsters are more apt to use Lunabilities, so watch out for pattern behavior, then act accordingly. If you are up against a monster with a penchant for magic, preempt their strategy by using up the Lunar Gauge to cast spells.

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When a Lunability is selected, a few moments pass before the spell is cast in the battle. If you spot a monster starting to use a Lunability, you can sometimes disrupt the spell by attacking them. The reverse is true as well. Monsters often attempt to cancel your Lunability during the charge phase by attacking or using a Lunability of their own. If a Lunability is canceling, the siphoned Lunar Points are returned to the Lunar Gauge.

Tip

Want to use a Lunability but the meter isn't full enough? Instead of using the character's action, wait for the monster to attack either the hero or one of the teammates. The loss of HP may hurt, but if it adds enough Lunar Points to the Lunar Gauge to unleash a spectacular attack, it's worth the sacrifice.

Elemental Effects

At the adventure's beginning, Lance only needs to put sword to monster flesh, but soon the issue of elemental balance works its way to the forefront of battle strategy. The party members have elemental alliances, as do some of their weapons and learned Lunabilities. Elemental influence is extended out further to include enemies and their attacks.



It is accepted that if a hero uses a weapon with a similar elemental alliance, the attack stands to do more damage. If the monster under attack is weak against that type of elemental attack—if water attacks fire, for example—the elemental-charged attack will do incredible damage, often a critical hit.

But this system works both ways. Monsters with elemental charges will often attack the party member weakest against their element. If you think a monster is targeting a character low on HP that is also weak against an elemental attack, consider "ganging up" on the monster to prevent it from incapacitating your party member.

Note

Many pieces of armor or accessories possess elemental charges that can aid in repelling monster attacks. Assign pieces to like-element heroes and you stand to significantly reduce damage from certain attacks. However, there is a flipside to this tactic—if the elemental alignment is weak against the monster's element, the armor's defensive power can be nullified.

Tip

There are benefits to using weapons without any elemental alignment. While the weapon doesn't have any extra benefits when up against a monster weak to its element, at least the weapon isn't weak to any elements itself.

Status Ailments and Conditions

Certain monsters have special attacks that do more than physical damage—they also imbue ailments on the heroes that can last for as little as a couple of turns or throughout the remainder of the battle. These ailments can cause a hero to seize up in the fight, unable to act, or they can cause a hero to lose precious HP with every turn. Status ailments can be cured with healing items, so make sure the party is carrying the necessary tools for undoing these damages.

The following is a list of common status ailments.

Poison: If poisoned, the character loses 5 percent of their maximum HP every turn.

Sleep: The affected hero's Lunar Clock stops, keeping them from acting.

Charm: Causes the afflicted hero to attack random teammates.

Confuse: Confused heroes cannot choose their targets—they may attack a monster, or they may attack a teammate.

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Berserk: Enraged heroes benefit from stronger attacks (50 percent), but their defensive stat takes a 50 percent hit. In addition, the hero cannot select the target he will attack, which means he could strike a teammate.

Freeze: Freezing a hero stops his Lunar Clock, which prevents him from taking action.

Silence: A muted hero cannot cast magical Lunabilities.

Darkness: This ailment directly affects Accuracy, decreasing weapon effectiveness by 80 percent.

Petrify: The affected hero's Lunar Clock stops, keeping him from acting.

There are conditions that positively affect the afflicted character's (or monster's) performance in battle:

Magic Defense: Damage from magical Lunabilities is decreased.

Physical Defense: Tempers the amount of HP lost from a physical (non-Lunability) attack.

Auto-Revive: If the hero afflicted with this condition loses all HP, he is revived and ready to fight.

Status Ailment Defense: Prevents the character or creature from being affected by any status ailments, such as Freeze or Darkness.

Postbattle

After a successful battle, the party receives a wealth of benefits, such as increased EXP, new items, and extra gold. The EXP from a battle is shared amongst all active battle participants—players who lost all HP during the fight will not receive any EXP. The found gold also goes into a central purse.



In addition to the EXP earned from slaying monsters, the Lunar Power left over from the Lunar Gauge is converted to EXP at a rate of 1 EXP per 10 points of Lunar Power. As you complete more and more side missions, expanding the Lunar Gauge, the potential for massive EXP bonuses from a full meter increases.



The EXP bonus from unused Lunar Power may tempt you to not use any Lunabilities during a fight, but if you are facing enemies that are prone to casting their own Lunabilities against you, use the Lunar Power first. Better you spend the points than them....

Many monsters also drop items. You can pick and choose from the dropped items before exiting the Postbattle screen. If the party inventory is full, you will see an inventory screen that allows you to either arrange items, or stack certain items to free up room, or discard any items from your current inventory to make room for the new item.



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Quick-Glance Walkthrough

Course of Action

Lance's adventure to save the mysterious girl from his dreams and defeat the dark forces brewing in Foo takes him from one side of the island to the other—and back again. You must revisit locations multiple times as new information is revealed and special items unlock new paths to explore. Use this flowchart to view the story's progression and see where you must go next. Each entry corresponds with a specific event in each location chapter so you can determine your next goal, then get an in-depth look and read strategies to help you with the objectives you must complete.

Plot Progression

Jade pg. 18
- Explore town
- Visit appraiser
- Accept side missions

↓

Lumines Field pg. 24
- Battle monsters
- Achieve Level 5

↓

Sepna Forest pg. 28
- Confront Zarkan giants in North Forest

↓

Jade pg. 18
- Visit Costner's house
- Gozen joins party

↓

Sepna Forest pg. 28
- Defeat Ibrid in Death Knoll
- Battle Dread Knight

↓

Jade pg. 18
- Visit Costner's house
- Accept Forest Pass

↓

Sepna Forest pg. 28
- Cross forest en route to Lunar Tower

↓

Lunar Tower pg. 37
- Explore New Moon floor
- Meet Goran at Vulcanus Gate

↓

Jade pg. 18
- Listen to Ned talk about kidnapped Empath
- Gozen leaves party

↓

Sepna Forest pg. 28
- Go to Half Moon Base in Ancient Lake
- Gozen joins party
- Defeat Morezard captain
- Use return area in Half Moon Base to warp to Lunar Tower

↓

Lunar Tower pg. 37
- Explore Half Moon floor
- Fight Morezard wizard
- Rescue Empath, Felis
- Felis joins party

↓

Jade pg. 18
- Meet Costner at Lumines Gate
- Discover stolen lithograph
- Buy equipment for Felis

↓

Domerune Port pg. 47
- Visit city
- Accept side missions

↓

Gallema Desert pg. 51
- Explore desert
- Enter Full Moon Base at Overlord Cliff
- Warp to Lunar Tower

→

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Lunar Tower pg. 37

- Meet Tess
- Tess joins party
- Battle Dread Knight

Jade pg. 18

- Visit queen at Imperial Palace
- Get sword bracelet from Costner
- All monsters in wild upgraded

Domerune Port pg. 47

- Talk to Scotch about sword bracelet
- Get dragon flute recipe from appraiser

Gallema Desert pg. 51

- Battle dune serpent in front of Full Moon Base
- Get snake king blood

Nephrem Mountain pg. 60

- Explore mountain
- Battle dragons for mystic bone and mystic fang
- Assemble dragon flute
- Use dragon flute at Remains
- Battle Sylphen for dance bracelet

Lunar Tower pg. 37

- Combine sword and dance bracelets
- Use moon gate to warp to Moonlight Platform
- Battle Kanga the Morezard king
- Wake Lighbra
- Unlock Lighbra gates

Forgotten Prison pg. 64

- Explore Forgotten Prison
- Battle Valen the Necroberg king
- Reach bottom floor
- Receive dancing blade from Ravana
- Learn Last Wind Lunability

Rem Village pg. 56

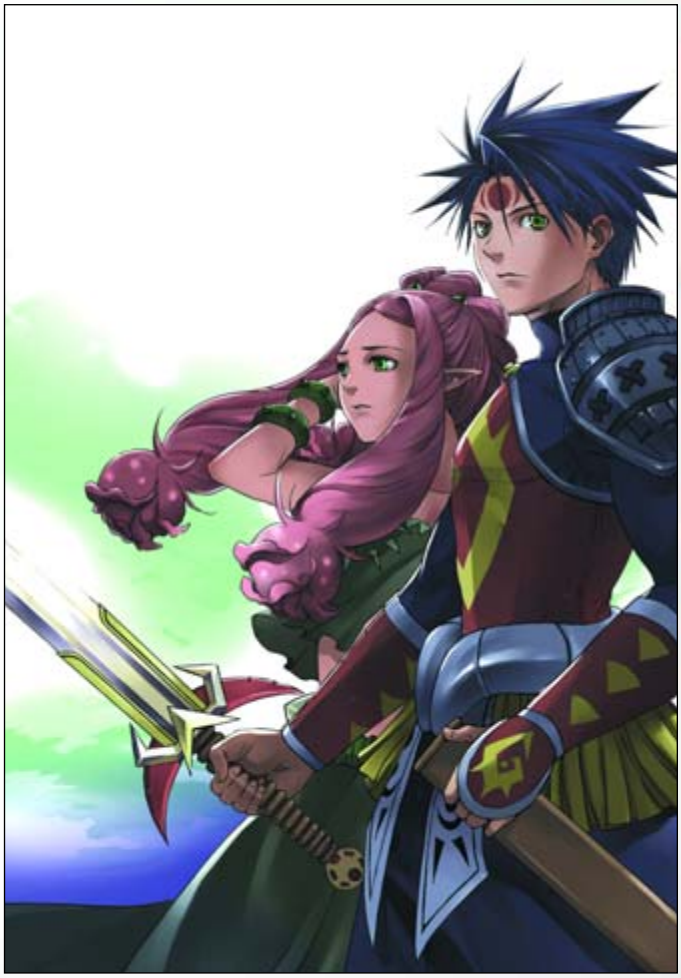
- Talk to Judge Smith to learn about Elemental Sword
- Receive moon hilt
- Accept mission to destroy elemental guardians
- Battle tempest guardian in Lumines Field, tidal guardian in Sepna Forest, tremor guardian in Gallema Desert, and torrid guardian on Nephrem Mountain
- Assemble Elemental Sword with elemental cores from slain guardians

Domerune Port pg. 47

- Shop for supplies
- Talk to dock clerk
- Board ship for Vemos Island

Vemos Island/Dark Citadel pg. 73

- Battle elemental guards: Pyros, Terra, Zephyr, Aqua
- Battle Dread Knight
- Battle Dark Lord



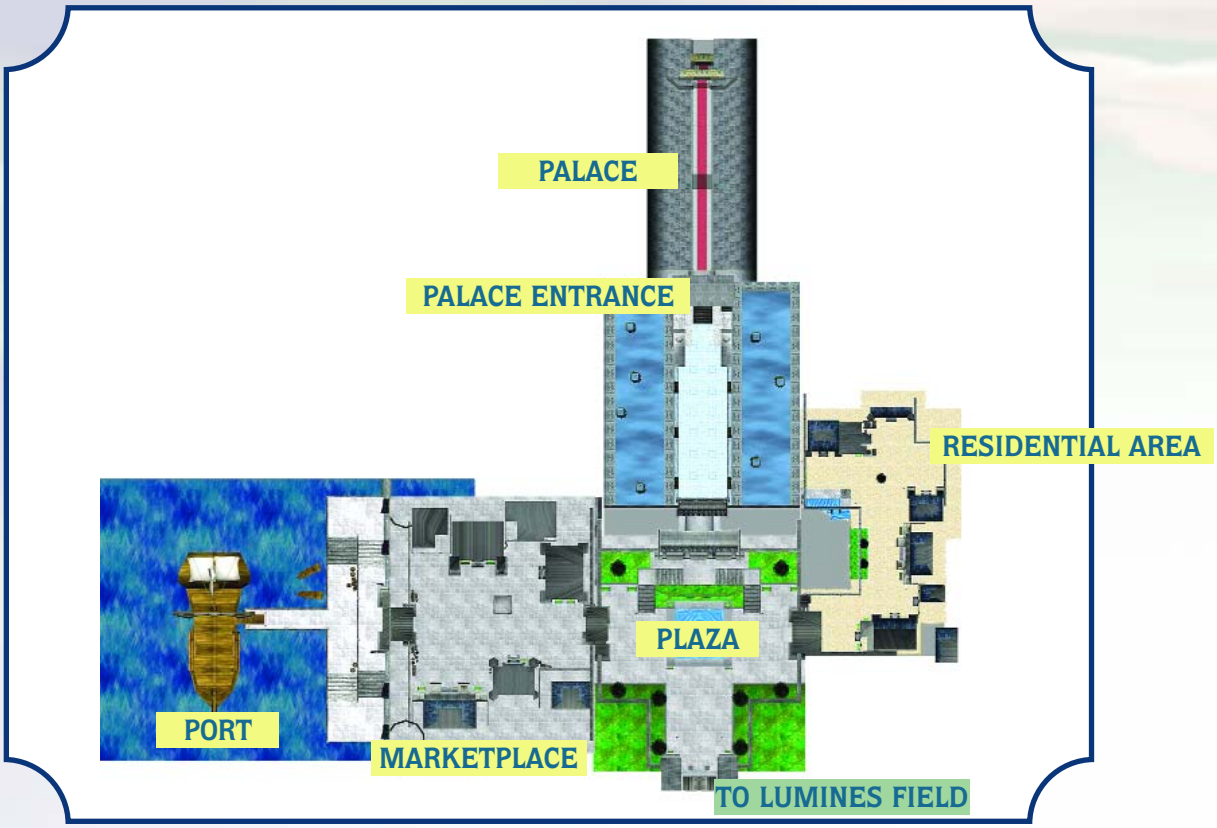
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Jade

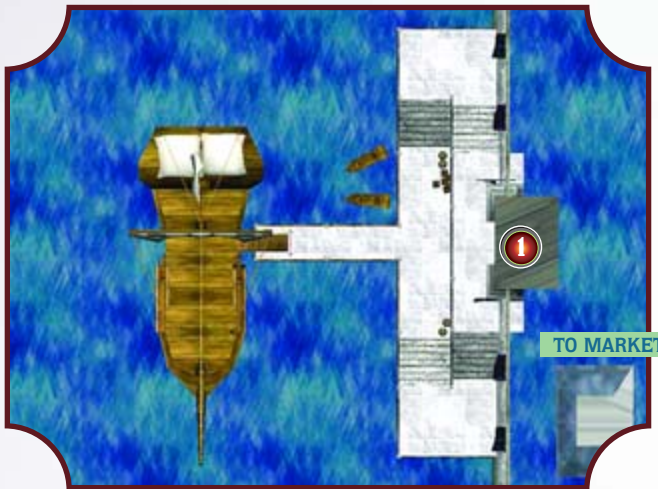
City by the Sea

Lance's journey begins at the seaside town of Jade, a bustling commerce center protected from the great wilds of Foo by a series of imposing stone walls. The town's trade routes have been choked off by monsters, who have infested the prairies and forests that stand between Jade and the rest of the empire. However, despite the danger lurking beyond the walls, the city is alive with activity. Shops and services offer what they can to visiting adventurers, and many citizens will part with gold and precious items to heroes willing to fulfill their requests.

Maps



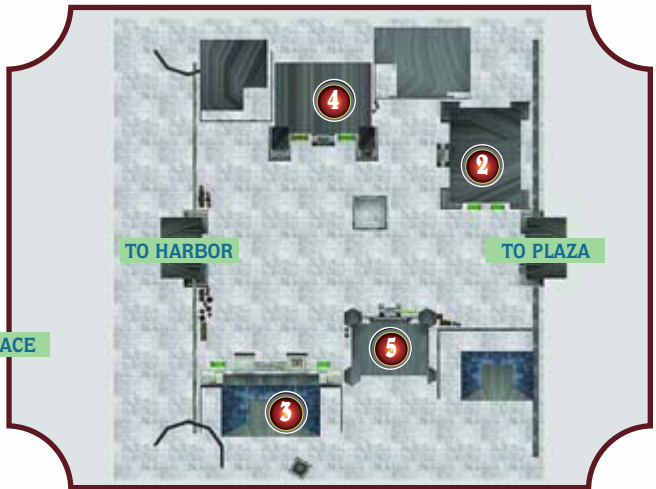
Port



Point of Interest

1. City Gate

Marketplace



Points of Interest

2. Weapons dealer
3. Item merchant
4. Crafting broker
5. Equipment vendor

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Weapons Dealer

WEAPON	PRICE	WEAPON	PRICE
Short sword	200	Warlock's staff	5,000
Broadsword	500	Sorcerer's staff	8,300
Long sword	1,000	Mythril sword	15,000
Cutlass	2,000	Dark sword	27,000
Saber	5,000	Mythril baghnakh	13,500
Leather cestus	250	Striker	27,000
Baghnakh	600	Empathy cane	13,000
Iron claw	1,200	Divine staff	26,000
Steel baghnakh	2,100	Short bow	280
Jamadhar	4,800	Medium bow	640
Great sword	9,000	Longbow	1,350
Zarkan katar	8,500	Hard bow	2,000
Wood staff	300	Battle bow	4,650
Halo staff	650	War bow	8,800
Magician's staff	1,250	Sniper bow	13,500
Mage cane	2,000	Great bow	25,000

Item Merchant

ITEM	PRICE	ITEM	PRICE
Potion	150	Tranquilizer	500
Holy water	300	Poison	500
Angel kiss	1,500	Dark potion	500
Skill potion	700	Heal scroll	1,500
Strength potion	700	Cream	50
Vitality potion	700	Spice	250
Agility potion	700	Hard lettuce	300
Wisdom potion	1,000	Colored berries	550
Logic potion	1,000	Fresh juice	150
Para potion	1,000	Stir fry	700

Equipment Vendor

EQUIPMENT	PRICE	EQUIPMENT	PRICE
Rock earring	100	Stone anklet	840
Rock cuff	500	Metal clip	1,200
Rock stud	800	Metal cuff	2,000
Rock choker	120	Metal choker	1,250
Rock necklace	520	Metal necklace	2,100
Rock torque	850	Iron bracelet	1,300
Rock bracelet	150	Metal bangle	2,300
Rock bangle	550	Silver ring	1,200
Stone armlet	880	Gold ring	2,000
Rock ring	110	Metal stud	4,000
Solid ring	520	Metal medallion	2,100
Hard ring	820	Metal armlet	4,300
Rock rope	200	Metal ring	4,300
Rock belt	700	Metal belt	2,500
Rock girdle	1,100	Metal girdle	5,000
Metal rope	1,500	Metal toe ring	1,230
Rock toe ring	130	Silk anklet	2,150
Rock anklet	530	Metal ankle	4,300

NOTE

Not all weapons and items will be in the shops the first time you visit them. Many inventories are affected by who is in your party and at what level your heroes are currently.

Crafting Broker

INGREDIENT	PRICE	INGREDIENT	PRICE
Sandbone hilt	80	Moonbone hilt	200
Iron blade	150	Magic blade	600
Rock orb	150	Mesh glove	500
Heavy bowstring	120	Magic barb	600
Silver fitting	200	Light pole	450
Silver chain	250	Heavy pole	300
Silver buckle	300	Dark pole	600
Silver inlay	250	Moon pole	1,000
Spring water	10	Magic orb	800
Herb	50	Light frame	200
Sandstone	10	Heavy frame	400
Hemp string	60	Magic frame	800
Iron	50	Heavy bowstring	120
Softwood	40	Silk bowstring	360
Hardbone hilt	150	Steel bowstring	700
Steel blade	300	Moon fitting	900
Hide glove	100	Moon chain	900
Light glove	300	Moon buckle	1,100
Iron barb	200	Moon inlay	1,350
Steel barb	400	Moon powder	100
Metal orb	400	Steel string	180
Silk bowstring	360	Alloy	200
Gold fitting	450	Moon alloy	300
Gold chain	500	Hardwood	80
Gold buckle	600	Meld wood	100
Gold inlay	450	Illusion orb	1,200
Iron filings	50	Moon blade	900
Silk string	110	Moon barb	800
Steel	100		

Plaza



Points of Interest

6 Save point
7 Lumines gate
8 Imperial Palace entrance

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Residential Area



Points of Interest
- 9 Appraiser
- 10 Inn
- 11 Costner's house

First Event: Gear Up

After Lance wakes from his vision of a girl floating in the magical ether, he arrives at the Jade Port. Several people, including Irving and Locke, gather on the pier, looking out to the sea.



Irving and Locke talk about the recent troubles in the woods outside of town. Beyond the Lumines Field, a giant wolf that attacks with otherworldly ferocity is stalking Sepna Forest. Even stranger, two giants are lumbering through the forest; they scare, rather than attack, wanderers. The men recommend that Lance not go into the forest. But wolves? Giants? How can any adventurer resist such sights?



Enter the marketplace through the city gate (1) at the top of the pier to inspect the local shops and chat with townsfolk. Talk to people to pick up side missions. Not everybody is ready with a request right away—Mahatma (standing inside the city wall) says he will have a job for you later.



There are other people more than willing to offer up special gigs, such as Zaji and Godun. The former is outside the weapons dealer (2), but the latter is in the lobby. Take their jobs to get used to accepting side missions.

Tip

For fast cash, talk to Baretta near the plaza's exit and accept her "Delivery Request" mission. It's fast and easy, and will increase your Luna Gauge.

You don't have much money right now to do extensive shopping, but peruse the inventories and scope out the gear. You must dart into Lumines Field a few times to earn enough gold to upgrade weapons—and buy replacements.



From the plaza, you can go to the Imperial Palace entrance (8), but there is nothing to do there yet. Instead, press into the residential area and look around. You don't have much to bring the appraiser (9) yet (nor do you need to, thanks to the "Recipe" section), but you can pick up a side mission in the lobby of the inn (10). After acquainting yourself with the town, return to the plaza and take the gate to Lumines Field. It's time to slay monsters so Lance can earn experience points and gold. On the way out of town, the imperial guards next to the gate offer you the recipe for potions: spring water and herbs.

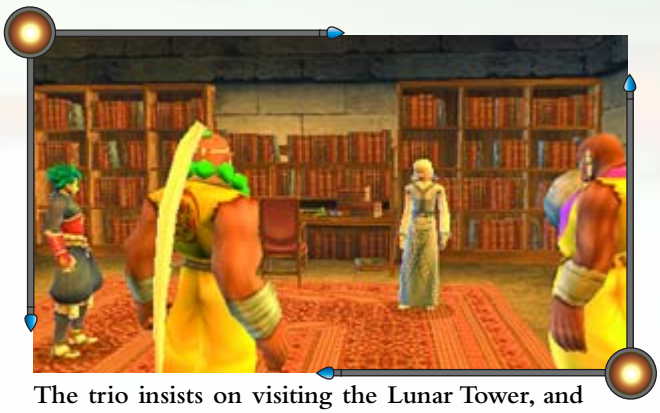
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NOTE

The house north of the appraiser contains a treasure chest with potion. The house south of the appraiser contains a treasure chest with two vitality potions.

Second Event: Gozen Joins

When you foray into the wilds, you'll be able to go farther and farther as you gain experience. Eventually you'll stumble into the two giant men, Gozen and Goran, who will be important in your coming adventures. Following your encounter with Gozen and Goran in the Sepna Forest, all parties converge back at Costner's house in Jade. Costner queries the trio about its intent to explore the Lunar Tower beyond Sepna Forest. Costner informs them that the government has explored the Lunar Tower and that access to the tower is blocked due to random attacks by a demon wolf, Ibrid.



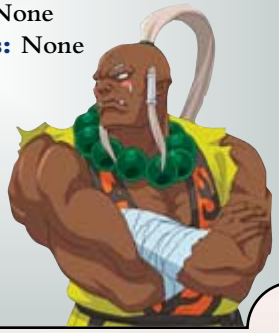
The trio insists on visiting the Lunar Tower, and Costner acquiesces—but only if they can banish Ibrid. Outside Costner's house, Gozen joins the party. He has little protective gear, so buy him some armor with your gold. Gozen is Level 5, and his defensive rating is not strong.

You must return to where you first met Gozen and press through the forest to Ibrid's lair, the Dark Knoll. However, before doing so, linger in the Lumines Field and the first few areas of Sepna Forest to level up both adventurers (especially Gozen). Killing low-level monsters like snakes and bandits helps Gozen and Lance gain a few important levels. Lance should be at least Level 10 before taking on Ibrid. Level 10 unlocks the Blast Blade Lunability. This magical strike cleaves enormous chunks off Ibrid's life force.

Gozen

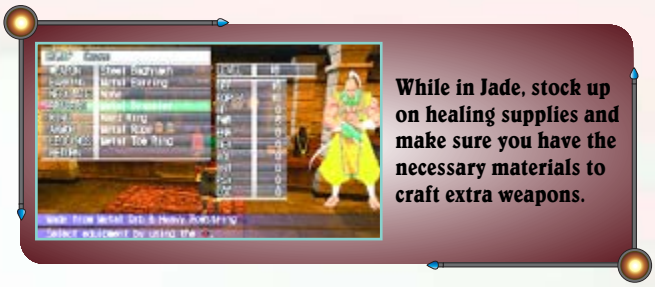
Species: Zarkan
Level: 5
HP: 69
EXP: 0/80
ATT: Earth
PWR: 31
ENR: 23
DEX: 24
AGL: 26
INT: 19
PSY: 22
LGC: 24

Weapon: Baghnakh
Earring: None
Necklace: None
Bracers: None
Ring: None
Armor: None
Leggings: None



Third Event: Costner's Challenge

Costner is pleased that you destroyed Ibrid. As a man of his word, he grants the party access to the Lunar Tower by handing over the Forest Pass. Upon hearing that a man in black attacked you, he theorizes that the Dread Knight has returned. The Dread Knight has not been seen for 1,000 years—not since the Blade Dancer banished him.



While in Jade, stock up on healing supplies and make sure you have the necessary materials to craft extra weapons.

If you have not engaged any of Jade's citizens to receive side missions, consider doing so now. Every mission you complete increases the size of your Lunar Gauge. The fights ahead grow fiercer; the more Lunabilities you can cast, the better you chances are of survival. The following missions are worth the effort:

- Crafting 1
- Adventurer's Proof 1
- Request 1
- Demanding Man
- A Hero's Song



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"A Hero's Song" is a profitable mission. Every time you find a moonstone shard in the wild, come back and talk to Byron in the Jade Plaza. Each piece of the epic poem is worth 2,000 gold to the artsy fellow, and you can use that money to buy important crafting materials. By this point, you should be regularly crafting items from recipes rather than spending too much money at the shops. Use the provided recipes in the "Recipes" section to save tens of thousands of gold pieces over the course of the adventure.

Fourth Event: Rescue Empath

After Lance and Gozen reconnect with Goran beyond the Vulcanus Gate in the Lunar Tower, the party must reconvene in Jade. When you enter town through the Lumines Gate, Ned and his mother tell you some horrible news: The reptilian Morezard have kidnapped a girl. And this is no ordinary girl—this is an Empath, a powerful healer with the ability to transfer the wounds of others to herself.



Ned tells the party that the Empath is stashed in the Lunar Tower's upper floors. To gain access, you must pass through the magical return circle in the middle of the ancient ruins in Sepna Forest. (If you investigated the ruins before, the return circle was inactive.) But there is an object near the ruins that will help unlock the return circle's powers.

Lance heeds the call of duty, but Goran convinces Gozen that rescuing the Empath is a dangerous (and unnecessary) distraction. Gozen exits the party, leaving Lance alone to rescue the Empath in the Lunar Tower.



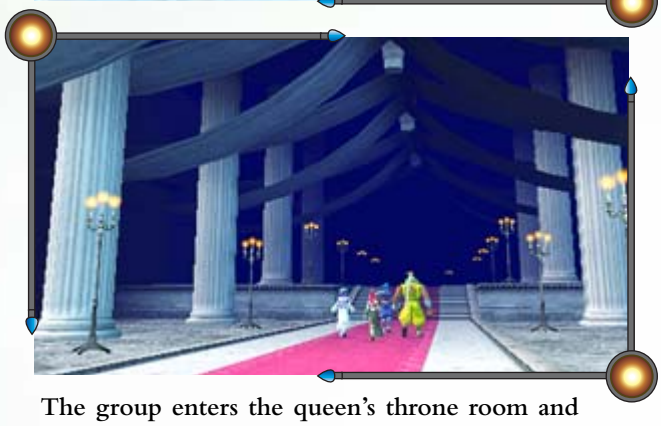
Before heading into Sepna Forest, visit the local merchants to stock up on healing items and to get the most powerful weapon you can use for your level. Be at least Level 15 so you can buy a cutlass for Lance. To get the return orb, you must fight a Morezard captain, the biggest enemy you've encountered thus far.

When you are satisfied with your gear, head through the Lumines gate (7) to Lumines Field. Use the monsters in Lumines Field to gain experience points as you press on into Sepna Forest.

Fifth Event: Audience with the Queen

Following the second battle with the Dread Knight on the Lunar Tower's top floor, Lance and his friends are summoned to Jade by Queen Io. Upon returning to Jade, head to the plaza and up the steps to the long palace entrance (8). The two snooty guards at the front gate allow you inside, where the queen is waiting to grant you audience.





The group enters the queen's throne room and listens as Costner analyzes young Tess, the newest member of the party. He cannot discern her origins—she is not Anslo, Zarkan, Melphin, or Dorf, the four known races of the world. By the process of elimination, Costner deduces that Tess is Zeimos, and thus figures into the return of the Dark Lord, which Goran just facilitated in the Lunar Tower.

Costner says that the Dark Lord, now loose, is looking for a host body to occupy. (Lance and his friends are not privy to the events within the Lunar Tower after Goran released the essence of the Dark Lord.) He posits that the Dark Lord is seeking out the Dread Knight. Should the Dark Lord manage to inhabit the supernatural armor of the Dread Knight, he will be unstoppable.

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The queen hatches a plan. Because the Dread Knight is in pursuit of Tess, they should use her as bait in a trap. The queen wants to order as many of her troops as possible to lie in wait, and when the Dread Knight makes a move on Tess, spring into action and bring the monster down. Costner claims the plot is too risky, as the troops they have are busy fighting the increased monster patrols surrounding Jade.

Lance offers an alternative: Allow him to seek out the Dread Knight. Lance is starting to warm to his relationship with the Dark Lord's return, and he will do his part to protect Tess from danger. One by one, Lance's friends pledge their might to his mission. The queen acquiesces to Lance's plan and orders to seek out and bring down the Dread Knight for the world's sake.

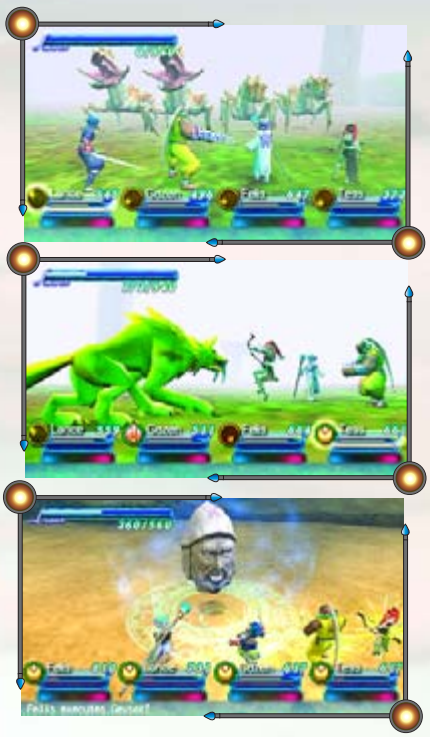


Outside the palace, Costner gives Lance the sword bracelet. It is a powerful artifact that will help him reach the Lunar Tower's top, where he can confront the Dread Knight. However, without a secondary relic, the sword bracelet is useless. Costner recommends they head for Domerune, where they may find information on the artifact's other half. He leaves them to their adventure. Lance and his team must press through Sepna Forest and enter Domerune. In the small town, seek the help of Scotch (near the Domerune Inn) for the secret of the second relic.

This is the final plot point exclusive to Jade, but it is not the last time you should visit the city. There are side missions you should seek out and complete in Jade. Even though the missions are optional, every bit of extra gold and Lunar Points is an enormous help, considering some of the monsters you are about face in the wild.

Now that Tess is a member of the party, the local merchants increase their inventory one more time, revealing stocks of weapons and gear that the young Zeimos girl can use. Check out the shops to see the new supplies and weapons; go shopping if you do not have the necessary materials needed to craft the weapons.

Notice that the shops are now carrying weapons and gear for warriors over Level 50. Shoot for this goal, especially because Tess joined your party at Level 25. You may not be able to use the top-of-the-line stuff right now, but there has been a major shift in monsters outside the Jade walls following your discussion with the queen. The simple enemies that turned blue and fled from your party have been replaced with tougher monsters.



You see a new phenomenon in the wild: combining monsters. When two skull icons get close enough to each other, the groups of smaller monsters fuse to form a more fearsome beast. Combination monsters never run from a fight, and they are persistent in keeping you in their line of sight. Some combination monsters can consume a third skull to form an even more powerful creature. For example, in Gallema Desert, you may see a silent face combine with a monster pack to form the dead face. If this wasn't a big enough problem, the dead face can pick up another skull to transform into the desert demon, which offers a huge challenge—albeit one with great rewards. New monsters encountered:

Lumines Field: Zephyr snake, mad knight, master thief, killer coyote, water force, Lumines python, Morezard captain, death flower

Sepna Forest: deadhead, Lunar wolf, deathwolf, cursed snake, night flyer, werewolf, Morezard magician, Morezard champion, grim bat, silver fist, hellhound, cursed orb, horror hand, Morezard warlock, scorch, tarantula, Makai flower

Gallema Desert: assassin, silent face, Wyvern, magma jar, wind force, dead face, cursed corpse, Gallema python, desert demon

Battle these monsters to gain experience points and level up the party. The advanced attack power will help you in the coming battles. Both Felis and Tess are accomplished magic users, and they learn Lunabilities regularly; some are offensive, but many are defensive, and as the resistance in the field grows, you must start balancing your battle strategies. Use support Lunabilities to lower enemy defenses and heal up your party regularly.

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Lumines Field

Wide-Open Spaces

Beyond the safe haven of Jade's high walls is Lumines Field. The pleasant prairie, once a peaceful area of Foo, is now overrun with monsters that threaten travelers between Jade and the rest of the island. The idyllic scene contains gorgeous views along a river that empties into Dragon Lake, a stunning water feature that is now crowded with denizens eager for the chance to jump innocent civilians.

Travelers seeking to enter Sepna Forest must traverse Lumines Field. However, after facing Sepna Forest's harsher wildlife, the treacherous path through Lumines might look like a walk in the park.

Maps





Points of Interest

1. Treasure chest: skill potion
2. Treasure chest: gladius

Main Gate

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Waterfall



Points of Interest

3 Treasure chest: agility potion
4 Treasure chest: bone earring

Grotto



Points of Interest

5 Treasure chest: two potions
6 Treasure chest: holy water

Dragon Lake



Points of Interest

7 Treasure chest: hide bangle
8 Treasure chest: agility potion
9 Heaven's Doorway
10 Save point

First Event: Gain Experience

Lumines Field is the first place you visit outside the safety of Jade. It is a sprawling series of fields that hosts roving packs of monsters. The fields are also littered with treasure chests full of useful items, so check each corner for loot, such as the skill potion (1) in the Main Gate area.





Monsters crawl all over the main road. Stick close to Jade's entrance, but engage the monsters to build experience. It's easy to reach Level 2 and earn your first Lunability, Heat Blade, by running headfirst into a few monsters and slicing them up with your sword. Don't worry about weapon endurance yet, as your blade is at full strength. Run around the Main Gate and challenge monsters such as the highway robber, wild wolf, and jade snake.



Your first weapon upgrade, a gladius (2), is hiding behind a tree to the right of Jade's entrance.



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Stick around the Main Gate area until you earn a few levels. Wild wolves and highway robbers are excellent prey for your swordsmanship and a good way to get acquainted with a battle's general flow. Your Lunar Clock moves slow at first, but fortunately these weaker creatures aren't quick about lunging, either. Try out the Heat Blade Lunability to get a feel for casting these special attacks. When you reach Level 5, head south of the Main Gate into the next area, Waterfall.



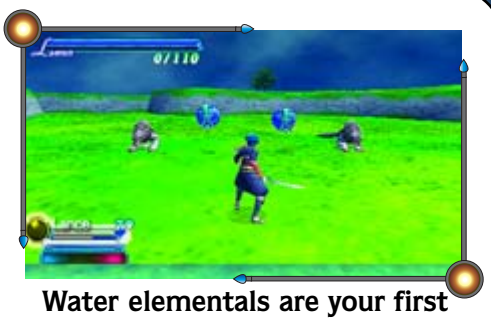


Waterfall hosts the same monsters as the Main Gate, but contains the bandit knight. This thief is stronger than the highway robber, and thus offers more experience. Linger in the Waterfall area to gain Lance a couple more levels, and pick up the nearby treasure: agility potion (3) and bone earring (4). The bone earring is one of the first accessories you find in your adventure. It adds a little vitality, but anything is a help this early in the quest. As you pick up party members, you must learn the fine art of sharing, but for now, Lance can enjoy the benefits of every bit of treasure you find. After you slay a few bandit knights and jump levels, head through the cave to the next area: Grotto.



Grotto contains good treasure, such as the pair of potions at area (2). However, the sheer number of monsters in the area is more noticeable. These are tougher than those encountered in the previous two areas. Monsters such as the bandit knights and water elements are aggressive and will charge you upon first sight. (If you are low on HP, you can return to the previous area and grab the potions there.) Follow the road as it weaves southeast and pick up the holy water (6) along the riverfront. In the area to the river's south, you encounter water elementals with growing frequency.

Tip



Water elementals are your first experience with elementally aligned creatures—these work at odds with Lance's fire element. The Heat Blade Lunability is not as effective against water elementals as it is against wild wolves or bandit knights. When battling elementals that are opposite the attacking character's element, use regular physical attacks or Lunabilities that are more about basic damage than elementally charged strikes.

The last area of Lumines Field is Dragon Lake, where you encounter the enemies you faced in the first three areas: water elementals, highway robbers, jade snakes, wild wolves, and bandit knights. This is a good area in which to continue leveling. Make Level 10 your goal; otherwise, you will struggle in Sepna Forest.

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Pick up the hide bangle (7) inside Dragon Lake and equip it for Lance. Every bit of gear helps, as the area is swarming with elementals and monsters. As you conquer beasts and level up, use the save point (10) to record your progress. There is a twinkling feature near the base of the flowing falls; this is Heaven's Doorway (9). You cannot do anything with this feature yet, but it plays a major part in one of the hardest side missions in the game.



When you are ready to continue with the adventure, the exit to Sepna Forest is to the falls' south. The ominous fog foreshadows what's to come in the dreaded woods. There are events in Sepna Forest that require you run back and forth through Lumines Field. When you do this, strike down a few monsters while following the roads back to Jade to earn more experience points.

Second Event: Return to Paradise

After defeating Kanga and the Morezard Mage on Lunar Tower's top floor, the Lighbra unlocks a series of gates that make it easier to travel around Foo. These gates allow you to bypass Lumines Field for the adventure's remainder, save for a few side missions that bring you back to the area. But don't give up on Lumines too quickly.





After you have saved Tess, the monsters in Lumines Field are replaced by a new set of beasts that offer a greater challenge. These monsters can combine into bigger forms, like you now find in other areas.

To raise levels but stick close to a town so you have a place to recover, spend time in Lumines Field. The monsters there are plentiful and include such rogues as Zephyr snakes, mad knights, master thieves, killer coyotes, water forces, Lumines pythons, Morezard captains, and death flowers.

However, as you gain levels and start seeing blue skulls again in the pastures, permanently retire from Lumines and seek your experience and fortune in more challenging areas of Foo, such as Nephrem Mountain, Gallema Desert, and Sepna Forest.



There is one last boss encounter in Lumines Field before the game's last act. For information on the boss battle, see the "Rem Village" section, third event.

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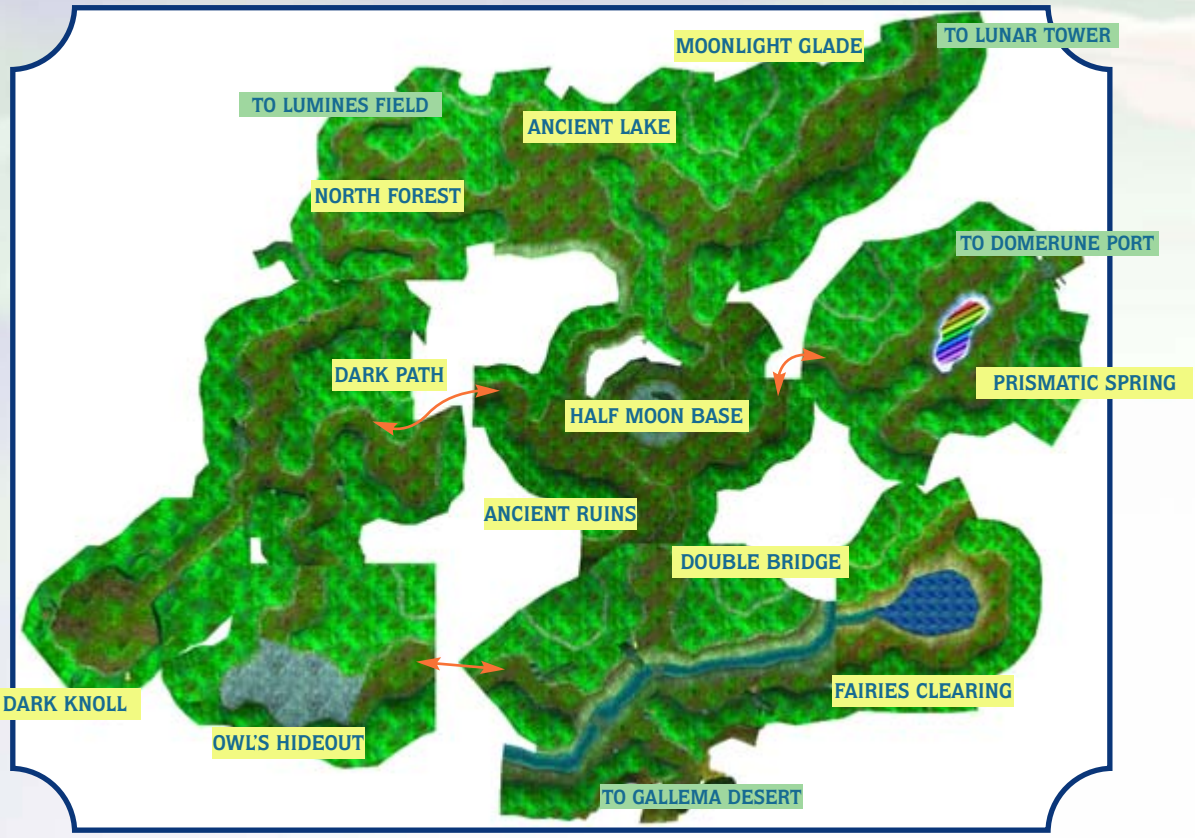
Sepna Forest

Into the Woods

Adventurers may feel claustrophobic when they see the thick trees of Sepna Forest close in behind them after being in the wide-open spaces of Lumines Field. This forest is full of ancient trees that have weathered hundreds of years, providing shelter to packs of plundering monsters waiting for foolish prey to wander into their wooded dens. And with only one road from Jade to Rem Village and Domerune Port, the two other cities in Foo, hunger doesn't go unanswered for long.

Sepna Forest is the home of many marvels, such as the Prismatic Spring, geological features that cut through the dense fog with a spectacular rainbow light show. There is a ring of crumbling ruins in the forest's center that is rumored to house a magical portal to one of Foo's most sacred sites: Lunar Tower.

Maps



North Forest



Points of Interest
1. Zarkan giants
2. Treasure chest: heal scroll
3. Treasure chest: vigor ring

Dark Path



Points of Interest
4. Life point
5. Treasure chest: beast bone
6. Treasure chest: blood girdle, forest guard

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Owl's Hideout



Points of Interest

7 Treasure chest: bone baghnakh
8 Treasure chest: focus rope

Ancient Lake



Points of Interest

9 Treasure chest: para potion
10 Treasure chest: tranquilizer

Ancient Ruins



Points of Interest

11 Treasure chest: potion
12 Treasure chest: stunning saber
13 Treasure chest: hide stud
14 Half Moon Base entrance

Double Bridge



Points of Interest

15 Treasure chest: heal scroll
16 Treasure chest: psyche toe ring

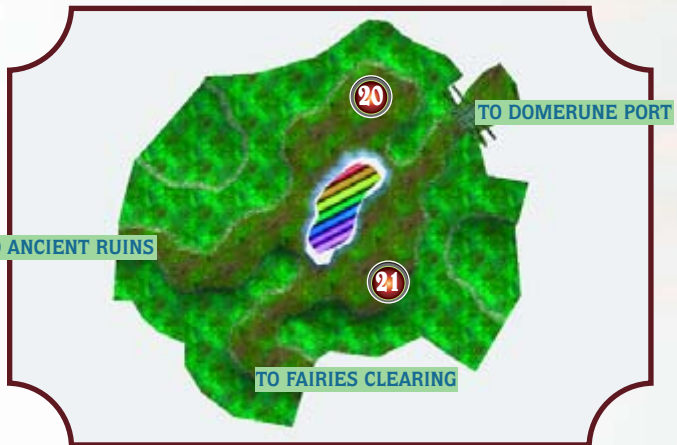
Moonlight Glade



Points of Interest

17 Treasure chest: wisdom potion
18 Moonstone shard
19 Treasure chest: Y fang choker

Prismatic Spring



Points of Interest

20 Treasure chest: mid potion
21 Treasure chest: psyche potion

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Fairies Clearing



Points of Interest

22 Treasure chest: poison
23 Treasure chest: blood amulet
24 Treasure chest: wolf fang

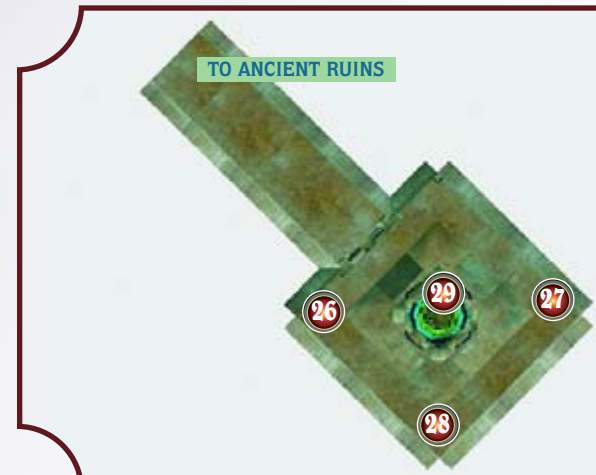
Dark Knoll



Points of Interest

25 Ibrid

Half Moon Base



Points of Interest

26 Save point
27 Treasure chest: fang ring
28 Moonstone shard
29 Return area

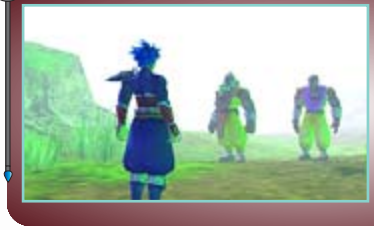
First Event: Zarkan Giants

Sepna Forest contains many new sights—and not just the towering trees and palpable fog. The forest is crawling with dangerous wildlife, such as rabid dogs, hungry bats, and skull heads. The forest is also the first time you spot the Morezards, a race of serpentlike people that have no mercy for Foo's human races. If you are not at least Level 10 by this point, turn back and use the less challenging monsters in Lumines Field as fodder for your sword before returning to Sepna Forest—getting cornered by the denizens of the woods can prove fatal to an unskilled adventurer.





Your first mission in the forest is to seek out the Zarkan giants (1) who have been startling travelers. The people of Foo will rest easier after you flush these ruffians out of the forest. You cannot travel beyond the first area, North Forest, until you find and challenge the Zarkans. Before entering the fight, collect the heal scroll (2). The Zarkans are known for their skills with a compass and for their swiftness with their fists.



When Lance approaches the Zarkan giants, he is treated to a gruff greeting before the battle begins.

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Boss Battle: Gozen

HP: 90
EXP: 100
Element: Earth
PWR: 38
ENR: 34
DEX: 30
AGL: 24
INT: 15
PSY: 20
LGC: 15
Lunabilities: —
Gold carried: —
Items carried: baghnakh







The battle with Gozen is your first boss encounter. Gozen offers a sterner fight than any of the monsters you encountered in Lumines Field—he is capable of delivering vicious swipes that cleave significant chunks off your HP. However, Gozen doesn't have much HP himself (only 90), so with a healing potion or two, it's easy to stay in the fray and overpower him.

If you can land a solid strike and absorb one from Gozen, you should have enough Lunar Points to launch the Heat Blade Lunability. Thankfully, Gozen doesn't have any Lunabilities of his own to counter with, so the Lunar Gauge is uncontested.

Following Gozen's defeat, the Zarkan explains why he and his fellow giant, Goran, are in Foo. They wish to investigate the rumored ruins of the Lunar Tower. The Zarkans are great explorers, and it's obvious that these two wish to seek their fortune in the ruins. The two Zarkans and Lance now return to Jade to speak with Costner, the queen's magistrate, about where to find the Lunar Tower.

Second Event: Ibrid

In Jade, Costner struck a deal with Gozen and Lance: If they defeated the demon wolf Ibrid in Sepna Forest, he would grant them a Forest Pass, which allows access to the Lunar Tower. Lance readily accepts the quest, eager to put his sword to use and make a name for himself.





Now that more of Sepna Forest is open for exploration, having Gozen along for the adventure is an enormous help, as you encounter some strong creatures, such as the rabid snake and rabid dog. These monsters pose a threat, but now that Gozen has added 100 potential Lunar Points to the Lunar Gauge, you have access to more Lunabilities to help repel the beasts. Don't shy away from too many battles, because with Gozen and Lance still inexperienced, level gains happen frequently. You must gain a few more levels before diving into the battle with Ibrid in Sepna Forest; having Gozen's assistance makes weathering these monster encounters easier.



Most of the forest is still closed off by the forest guard (6), but you can explore the Ancient Lake's western half and pick up the para potion (9) and tranquilizer (10). You can use these items in battles to paralyze monsters and land blows without resistance, but consider saving them for the Ibrid encounter.

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NOTE

Use Gozen while you can and gain some levels. The Zarkan leaves the party when you venture into the Dark Path section of the forest.



To reach Ibrid, you must head into the North Forest, where you first found Gozen and Goran (1). Continue south into the Dark Path area. Shushu runs into the forest. Gozen apologizes for Goran's behavior, but then excuses himself from the party to seek Goran. Lance is sorry to see him go, but remains steadfast in his mission to defeat Ibrid.





Alone again, you must continue south through the Dark Path. Stop at the life point (4) to refill your HP for free. Fortunately, the Dark Path is empty of monsters, so you can enjoy the full HP meter until your encounter with Ibrid.



Before stepping through the southern exit and into the Dark Knoll, where Ibrid (25) resides, ensure you are ready for the battle by being around Level 15. Have a weapon with solid endurance so there is no risk of breakage during the fight. Make sure you have purchased some good armor and accessories in Jade to provide protection from Ibrid's potent blows. And because Lance does not have any Lunabilities that heal HP, have two potions before stepping into the demon wolf's lair.



The forest guard prevents you from accessing the majority of the forest. Return to him after receiving the Forest Pass from Costner.

Boss Battle: Ibrid



HP: 200
EXP: 200
Element: —
PWR: 62
ENR: 74
DEX: 45
AGL: 36
INT: 21
PSY: 34
LGC: 23
Lunabilities: Double Attack, Triple Fang
Gold carried: 2,000
Items carried: demon wolf fang





The demon wolf Ibrid is an imposing presence—the giant wolf dwarfs Lance. If you're at Level 15, your Lunar Clock will speed

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up, and you can get in the first attack. When Lance is ready, move quickly to get in a pattern of always being one move ahead of Ibrid. This helps when you must use a potion to replenish HP—if you move through the Action menu without hesitation. Spend too much time scrolling through your inventory or waffling between an attack or Lunability, and you risk letting Ibrid get the upper hand.



Ibrid has two Lunabilities that he uses often, introducing you to your first real tug-o-war for the Lunar Gauge. When you see Ibrid charge up for one of his Lunabilities, get in a straight physical attack before he unleashes the Lunability. You'll disrupt Ibrid's attack and return the Lunar Points to the shared well. Counter Ibrid's Lunabilities and cast at least one Heat Blade to bring the wolf to its knees.





Following Ibrid's defeat, Lance sees a blooming flower behind Ibrid glow brightly in the fog. The petals of the magical flower open, revealing the image of the girl he saw in his vision at his adventure's beginning. The unnamed girl recognizes Lance, but before she can place the face, her apparition is disturbed by the Dread Knight's presence.





You must engage the Dread Knight in combat, but any effort you make to defeat the sinister warrior is futile. Your attacks do no damage, and your Lunabilities never make a dent in his armor. The Dread Knight's wide blade batters your HP and, eventually, you fall before him.

However, before striking the final blow, the Dread Knight notices the strange mark on your forehead. You tumble out of consciousness, dreaming of the girl from the vision. She says she is like an "ageless flower" destined to bloom forever, yet never yield the "seed of life." She beseeches you to help her escape this fate, even if your method of doing so is unclear. She promises you will meet again—in the real world.



You awake with Gozen and Goran standing over you. Goran ribs you about not truly fighting Ibrid, but Gozen believes you. Now that you have defeated the demon wolf, Costner will grant you the Forest Pass and the Zarkans can visit Lunar Tower. You must walk back to Jade and see Costner. The trip back is dangerous, as the Dark Path is now full of monsters.

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Use the save point at Dragon Lake in Lumines Field to save your victory over Ibrid.

Third Event: Travel to Lunar Tower



After Costner gives you the Forest Pass, you can access all of Sepna Forest, including the Lunar Tower entrance north of Moonlight Glade. Explore the forest, seeking out the treasure and fighting monsters with Gozen to gain levels. The event following Ibrid's defeat occurs at Lunar Tower's bottom floor, where you engage monsters who are tougher than those found in Sepna Forest's depths.



The blood girdle (6) is just one of the items hidden in Sepna Forest.

Heading south into Owl's Hideout is too difficult for Lance and Gozen just yet, as the area is full of nasties such as the Sepna wolf, Morezard barbarian, and man eater. Instead, head north from the forest guard into the ancient ruins.





The ancient ruins host the Half Moon Base (14). The area's center feature appears out of the fog to the east, as do a slew of monsters such as man eaters and ding bats. Fight off these monsters to earn experience points and get closer to this area's treasure, like the stunning saber (12) and hide stud (13). Give the stunning saber to Lance and compare Gozen or Lance's stats to see who should get the hide stud.



After you engage the monsters around the Half Moon Base, step inside the structure. There is a save point (26) and a treasure chest with a fang ring (27). Give the fang ring to Gozen, as it is aligned with the earth element. The return area (29) inside the base is not yet active. You must hoof it to the Lunar Tower on your own for now.



From the Ancient Ruins, you can travel east and visit the northern half of the Prismatic Spring and pick up the mid potion from the treasure chest (20). This half of the area is a dead end, but is always full of monsters, such as Morezard fighters; you can battle for gold and experience. When you are ready to go to Lunar Tower, walk to the Ancient Ruins and head northeast.

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Poetry



If you spoke to Byron back in Jade, you picked up the "A Hero's Song" side mission, which asks you to collect poetry from the different moon-stone shards scattered across Foo. There is one inside the Half Moon Base at (28) that unveils this piece of the epic poem of the Blade Dancer:

"The Dark Lord used the forbidden knowledge stolen from Lighbra to awaken the evil Black Moon that had lain dormant since the earliest days of man.

When the moon disappears from the heavens, a void forms and the Black Moon appears. This is the gateway to the power that the Dark Lord craved.

This power is the greatest force known to man, and is absolutely evil. It is responsible for the destruction of the ancient paradise. Have no doubt, it is capable only of complete and utter destruction.

However, the Dark Lord had no fear of this power. For he had discovered how to contain and control the black force.

In order to turn the great destructive force into a devastating source of power, he had to make a sacrifice to the Black Moon.

Consumed by greed, he sacrificed his own blood relative without hesitation. This horrific act was enough to bring the power under his control.

Thus, that malignant power was delivered into the hands of the Dark Lord."



There is another moon-stone shard (18) in the Moonlight Glade on the way to Lunar Tower. Access it to collect more verses for Byron:

"In the world's youth, this island was a paradise. Before long, its inhabitants became greedy and ruined the land, leaving behind a husk of earth.

Thousands of years passed, and the descendants of those people returned and restored the land. These were the Zeimos.

The Zeimos people used truth, knowledge, and reason to build a thriving society. However, one man appeared who would again reshape their land.

He was the eldest son of the Zeimos king.

He set out for the Lunar Tower to gain the forbidden wisdom that first led to humanity's fall. He met and deceived Lighbra at the tower's summit.

He took this wisdom and gained untold power. He used it to bring the Zeimos people to their knees.

He claimed the title of Dark Lord and began amassing his army. He gathered his unwilling but helpless warriors. He led these soldiers into battle across the land.

The Dark Lord was able to imbue his soldiers with some of his own power, so that anyone who stood against him had no chance of victory.

Thus began the destructive Ancient War, a period that would give birth to the legend of the Blade Dancer's own life and death."

Fourth Event: Half Moon Base

Ned's announcement that a young Empath has been kidnapped by the Morezard in Sepna Forest and taken to the Lunar Tower's upper floors appeals to Lance's hero instincts. Ned says the only way to reach the Lunar Tower's upper floors is to use a series of magical circles found throughout Foo. The closest one is in Sepna Forest at Half Moon Base.



When Lance tries to enter Half Moon Base, a Morezard captain ambushes him. The blue-scaled serpent hisses at Lance to make him retreat, but the young Anslo warrior refuses. Battling a massive Morezard captain and a pair of Morezard guards is a tough task even for Lance, so it's a good thing that Gozen arrives to lend a hand before the battle commences. With Gozen back in the party, you stand a good chance at defeating the Morezard captain and his thugs.

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Boss Battle: Morezard Captain



HP: 250
EXP: 300
Element: —
PWR: 100
ENR: 126
DEX: 28
AGL: 49
INT: 28
PSY: 40
LGC: 40
Lunabilities: Triple Slash, Flame Slash
Gold carried: —
Items carried: return orb





Two Morezard guards flank the Morezard captain. The three monsters' Lunar Clocks aren't synched up, so you can juggle their attacks and eliminate them one by one to prevent them for getting in repeat strikes. Instead of spreading your attacks across the group, pick one of the two guards and deliver repeat blows to destroy him, then move on to the other one before digging into the Morezard captain.





If you have Lunabilities that target multiple enemies, use them. Gozen, for example, can use his Death Cannon Lunability to deliver heavy damage to the enemy party. You must deliver physical attacks in order to charge up the Lunar Gauge, though, and when you pass the 50 mark, watch that the Morezard captain doesn't siphon the Lunar points for himself. By this point, Lance's attacks do solid damage, and if you lack the Lunar Points to use any more special spells, you can finish off the brute with basic blows from both Lance and Gozen.



The Morezard captain drops the return orb, a special item that unlocks the use of the Return Area inside Half Moon Base. Use the save point to record your victory over the Morezard captain. If you need to return to Jade and buy replacement healing items or new weapons, you can do so now. If you're ready to visit the Lunar Tower, step into the Return Area.

Fifth Event: Gateway to Adventure

After you rescue Felis from the Lunar Tower, you can explore the rest of Sepna Forest. There is safety in numbers, and having an extra pair of hands (and a nice starting list of Lunabilities) makes the monster battles in the deeper regions of Sepna, such as the Double Bridge or Fairies Clearing, easier to handle.





Before tackling the Lunar Tower's next level, you must explore Sepna and level up Felis. You should be comfortable pressing into areas like Owl's Hideout and the Prismatic Spring's southern half. Leave no stone unturned in the woods, picking up every bit of treasure you find, such as the bone baghnakh (7) in Owl's Hideout.



When you are ready to move on, cross the Double Bridge to the south. Before you can leave the forest and pass into Gallema Desert, you encounter an imperial guard who has seen the wrong end of Goran's temper. He tells you that the Zarkan is headed to a site of ancient ruins in the desert—and he's carrying a strange lithograph.



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Lunar Tower

Focal Point

Piercing the heavens above Foo, the Lunar Tower is an ancient site of great mystery that figures heavily in the Blade Dancer mythos. Legends swirl around this tower, which has fallen into disrepair over the centuries. Rumors say that it is full of treasure, waiting for a brave warrior to fight through monster hordes to get it. The Lunar Tower is split into four floors, each cut off from the others by a system of doorways sealed by magical forces. There are stories of secret gates in Foo that lead to various points within the Lunar Tower and that going through them is the only way to see the entire structure. What lurks on the final story of the Lunar Tower is a mystery, though. Some say it's an unspeakable horror. Others claim it's a power source. Only a true hero can claw his way to the top to find out.

Maps

Entrance



Points of Interest

1. Save point
2. Treasure chest: logic potion
3. Moonstone shard
4. Treasure chest: fire hide cuff

New Moon Floor



Points of Interest

5. Pyros Gate
6. Vulcanus Gate
7. Dark Gate
8. Terras Gate
9. Treasure chest: mid potion
10. Floris Gate
14. Treasure chest: freedom medal

Half Moon Floor



Points of Interest

12. Return area (to Sepna Forest); treasure chest: poison ring
13. Aquas Gate
14. Polaris Gate; treasure chest: heal book
15. Treasure chest: wolf slayer
16. Dark Gate
17. Treasure chest: wise staff

Full Moon Floor



Points of Interest

18. Return area (to Gallema Desert)
19. Zephyrus Gate
20. Treasure chest: metal necklace
21. Treasure chest: paralyze bow
22. Necros Gate
23. Life point
24. Treasure chest: hydro belt
25. Moon gate
26. Moonstone shard
27. Moon area
28. Treasure chest: heal book

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Points of Interest

29 Kanga, Lighbra
30 Treasure chest: blizzard bow

First Event: New Moon Floor

After fighting through Sepna Forest and clearing the Moonlight Glade, Lance and Gozen arrive at the Lunar Tower entrance. Situated at the end of an outcropping overlooking the ocean, the imposing structure is both harrowing and inviting. What dangers, treasures, and wonders are hidden within?





Useful treasure and utilities are scattered around the Lunar Tower entrance, such as a save point (1) inside the area. After recording your progress, crack open the two chests at (2) and (4) to collect the logic potion and fire hide cuff, respectively. Equip Lance with the fire hide cuff, as the accessory is aligned with his element. Before stepping inside New Moon, the Lunar Tower's bottom floor, access the moonstone shard (3) to read a passage from the Blade Dancer epic (which you can relay to Byron in Jade for a gold payout):

"The ancient people thrived on this eastern island. They were blessed with the wisdom and the power of the Moon Goddess. They created a special Shard to guard against evil powers.

This was Lighbra, the guardian of knowledge. Lighbra conveyed upon the people a wealth of new knowledge, and with it they built a paradise.

O, thy mighty Lighbra!

Alas, that paradise has fallen. Its glory has faded from this world and become little more than a fairy tale of an age long dead...."



Once inside New Moon, notice the skulls floating up and down the curving halls. The monsters within the Lunar Tower are tougher than those you battled in Sepna Forest. You had better have some healing items before charging in and challenging these beasts, such as Morezard warriors, mystic bits, and stone jars.

You and Gozen will have no problem whipping one or two monsters. However, if you encounter a foursome, such as two mystic bits and two liquid elementals, you'll need a potion to survive the battle. The best defense in events like this? Level up and return when you get to Level 15.



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After clearing monsters out of the first hall, press forward in search of the Pyros Gate (5). If you accepted the "Adventurer's Proof" side mission (which you should do, if not for the experience, then for the bonus Lunar Points), beyond the door is the evil bone warrior, a bloody skeleton charged with ending your hero career before it begins.

Before opening the gate, make sure you are at full health; in addition to the evil bone warrior, there are at least two skulls on the prowl containing various monster menageries. Fortunately, the evil bone warrior is stationary—to start the fight, you have to touch him. The other monsters, however, need no such prompting and will swarm you when you open the gate.



The Vulcanus Gate (6) is at the curved hall's end. Open the gate and step through to catch up with Goran, who scouted out the Lunar Tower ahead of you. Goran is disappointed that debris blocks the stairs leading to the next floor. Lance and Gozen mention that Costner said his team had already explored the ruins and had taken anything of worth. They turn around and head to Jade.



Goran lingers. The Zarkan is felled by a voice in his head that manifests itself as a bleached bone skeleton. The skeleton soothes the troubled Goran by stroking his ego, telling him that he is the best explorer the Zarkans have ever produced and that he will make them proud. Goran is being lured into something he wishes not to tell his brother Gozen about. After the scene, the action catches up to Lance and Gozen, who must walk to Jade through Sepna Forest.



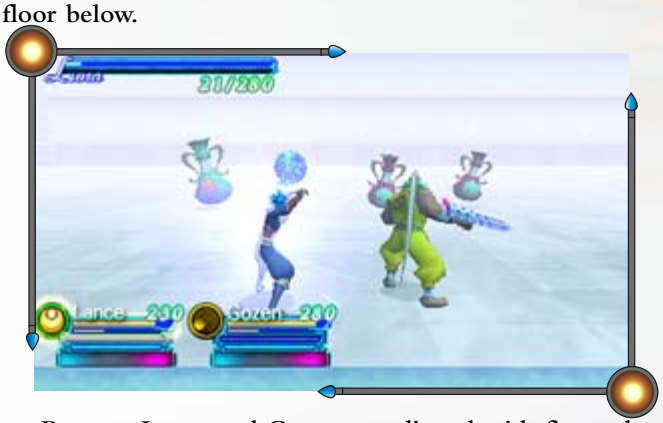
There's a shortcut to Jade in the Ancient Lake area of Sepna Forest. Head west and drop off the dirt wall to bypass four areas and quickly reach Lumines Field.

Second Event: Half Moon Floor

The Morezard captain outside the Half Moon Base dropped the return orb, which activates the return area inside the small structure. This magical gate warps you inside the Lunar Tower at 12, in the Half Moon Floor's northern end.



The area around the warp is free of monsters; scoop up the poison ring in the room's corner and equip it before stepping into the hall to confront the tower denizens. This floor features tougher monsters—such as earth and water jars, pyro bits, and moon bats—than does New Moon, the floor below.



Because Lance and Gozen are aligned with fire and earth, respectively, they lose their advantages against

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elementally charged enemies like pyro bits, aqua elementals, and earth jars. Attack with nonelemental attacks against these monsters, especially when Lance is up against the water-themed creatures. Elemental Lunabilities such as Heat Blade lose their extra edge when levied against monsters with natural resistance to fire. If Lance and Gozen are over Level 15, their nonelemental attacks should be powerful enough to overcome these monsters anyway, especially if they're equipped with the best weapons they can use for their current level.

The hall leading away from the return area has two sealed doors: Aquas Gate (13) and Polaris Gate (14). Opening the Polaris Gate reveals a small side room with a set of stairs that leads downstairs to New Moon Floor. Before opening the Aquas Gate, walk farther up the hall and claim the wolf slayer sword (15). Open the Aquas Gate to meet the next character in your party: Felis.



A Morezard wizard holds the Empath captive in a cage, egged on by the same skeleton that was prompting Goran to break from the path of his honorable brother, Gozen. The skeleton tells the wizard that they have the wrong girl in the cage and to get rid of her: "Even if she's not the child of the Black Moon, we still need a blood offering for the unholy seal." The wizard is more than happy to have the girl freed up for a sacrifice.



Lance and Gozen, however, have no intention of letting the wizard spill a drop of blood today. The skeleton vanishes into the ether as the shaman wonders aloud if you are indeed a possible candidate for the new Blade Dancer, the hero prophesized to deliver Foo from the Dark Lord's clutches. Blade Dancer or not, the wizard plans to punish Lance for trespassing on hallowed ground and engages him in battle.

Boss Battle: Morezard Wizard



HP: 250
EXP: 48
Element: —
PWR: 100
ENR: 130
DEX: 68
AGL: 60
INT: 70
PSY: 62
LGC: 64
Lunabilities: Hard Strike, Terra I, Pyrobraxis I, Barricade II, Battlecry I
Gold carried: 520
Items carried: warlock's staff



The wizard is flanked by two Morezard sergeants—each less powerful than the wizard, but they work as a nuisance to divert your attention away from the central threat. While you deal with the sergeants, the wizard attempts to siphon off Lunar Points to call Lunabilities against you. Every time you see the wizard prepare to cast a Lunability, attack it. Hopefully your strike is fast enough to disrupt the casting and return the Lunar Points to the Lunar Gauge. When the Lunar Gauge is full enough, use it to prevent the wizard from claiming the magic for himself.





The wizard has only 250 HP, which you can handle at this point with strong attacks. If you have some healing potions, you can juggle the three enemies. Whittle down the challengers by either employing Lunabilities that attack all targets or dedicating one of the two party members to destroying the sergeants while the other concentrates on the prime target, the wizard. When the wizard falls, it drops the warlock's staff, which neither Lance nor Gozen can use. Take it, though, as Felis can use it after you escape the Lunar Tower.

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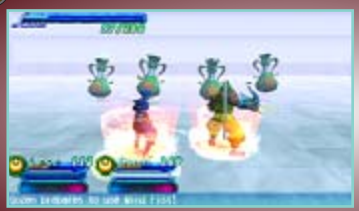
After defeating the wizard, you meet Felis, the Empath. She was on her way to Jade when she was kidnapped, mistaken for the girl sought by the nefarious types around the island. Felis explains that Empaths transfer the pain and suffering of their patients to their own bodies, then heal themselves. But Felis is also handy with a cane or wand. When you leave the Lunar Tower, she'll show you how good she is at beating the stuffing out of monsters.



Finding your way out of the Lunar Tower is tricky, because the return area is not a two-way warp, and the hallway to the south dead-ends at (16). You must climb down the Lunar Tower and escape out the New Moon Floor below. You have plenty of exploring to do on the New Moon Floor, too. You can either explore now or leave the Lunar Tower.

Tip

Felis joins the party only when you leave. After she joins, return to the ancient ruins in Sepna Forest and warp inside to see the rest of the floor. Felis is a help during battles, and she benefits from the experience points earned by bashing jars and elementals.



When you leave the room where you found Felis, you see that the hall is stocked with monsters ready to stampede you and attack.

To escape the Lunar Tower, head through the Polaris Gate (14) and walk down the nearby stairs to reach the New Moon Floor. The gate ahead of you (7) is barred, but there is a glowing circle in the room's center.



Step on the circle to raise the bars in front of you and continue into the New Moon area. The hall turns left and deposits you in a crypt full of emptied coffins and monsters. There is a mid potion (9) in the room's corner, but going for it means turning your back on monsters who may beeline for your position. There are two exits out of the coffin chamber. To the north is the Terras Gate (8), which leads to a side chamber full of monsters, but also to impressive treasure. If you head south, you can make a straight shot down the long curved hall and exit the Lunar Tower the way you originally came in on your first visit.



If you go through the Terras Gate, follow the hall until you reach Floris Gate (10). Through this gate is a dead-end chamber, but a treasure chest inside contains a freedom medal (14), which is a good protective accessory for any of the party members.



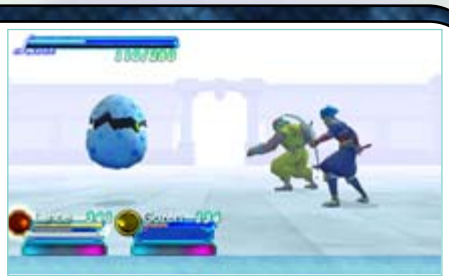
Watch out for monsters inside. If you have been leveling up frequently, the lesser beasts turn blue and leave you alone. Go ahead and attack them—the more experience points you gather earlier in the adventure, the easier it is to defeat some of the difficult bosses toward the quest's end.



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When you are ready to leave, go south from the coffin chamber and follow the hall. There are several skulls patrolling the corridor, which is too narrow to squeeze around them. At this point, you encounter monsters such as the Morezard shaman and the evil egg, which are challenges, even if you are around Level 16 or 17.



When fighting monsters who pose real challenges, such as the evil egg, use your Lunabilities. You sacrifice the extra experience points you would gather at the battle's end, but that's better than having one party member miss out due to incapacitation.

Outside the Lunar Tower, Lance and Gozen stop to catch their breath. Felis offers to repay them for their bravery and kindness, but Lance wants nothing to do with that. Felis reaches out to Lance and takes his hand so that she may gaze at the "scenery of his soul." She sees the mysterious girl of Lance's dreams and asks him if she can tag along to help him complete his mission. The group is more than happy to welcome another pair of hands.



After Felis joins the party, equip her with the warlock's staff you took off the Morezard wizard. From the Lunar Tower entrance, return through Sepna Forest and head for Costner's house to update him on what you found at the Lunar Tower.

Felis

Species: Melphin
Level: 20
HP: 213
ATT: Water
PWR: 63
ENR: 89
DEX: 62
AGL: 49
INT: 71
PSY: 61
LGC: 65

Weapon: None
Earring: None
Necklace: None
Bracers: None
Ring: None
Armor: None
Leggings: None

Third Event: Full Moon Floor

The Full Moon Base in Gallema Desert contains a warp to the Lunar Tower's Full Moon Floor and deposits the team at (18). The Zephyrus Gate ((19)) seals off this chamber from the rest of the floor, so there are no monsters when you arrive in the Lunar Tower. Open the gate to enter the floor's main part and meet the fourth character for your party: Tess.



The girl from Lance's vision materializes in front of the party. She recognizes Lance but has no memories of herself. Lance gives her the name Tess, derived from a fairy tale he knew as a child. Tess fancies the name and accepts it. At this point, she joins the party.

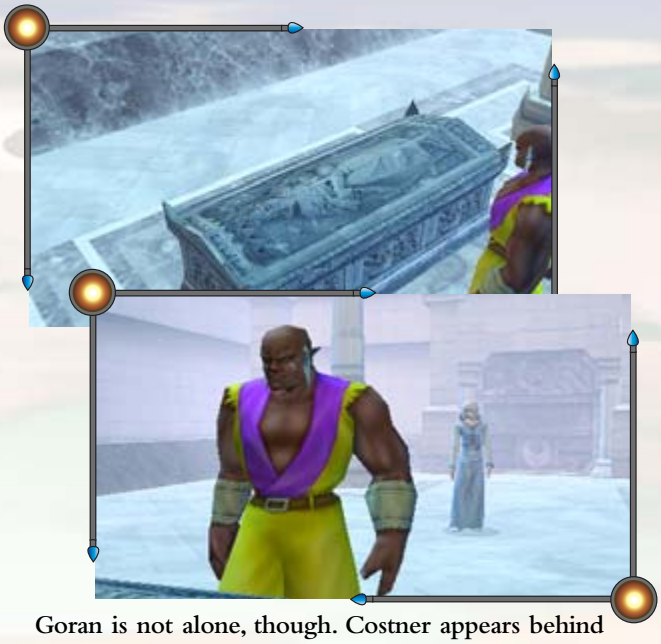
Tess

Species: Unknown
Level: 25
HP: 217
ATT: Wind
PWR: 74
ENR: 102
DEX: 68
AGL: 64
INT: 76
PSY: 80
LGC: 75

Weapon: Hard Bow
Earring: None
Necklace: None
Bracers: None
Ring: None
Armor: None
Leggings: None

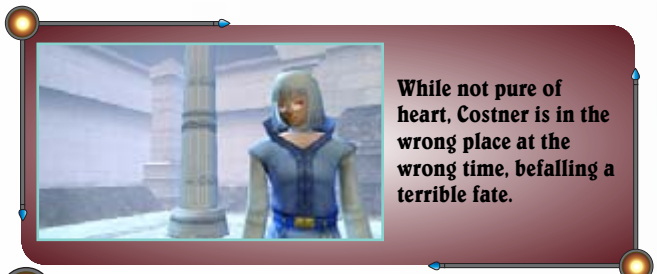
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Elsewhere in the Lunar Tower, Goran is still under the sway of the ghostly skeleton. He stands in front of an ornate coffin, feeling the strange energy surge that surrounds the scene. Goran believes that if he breaks this seal and unleashes whatever power is beyond, he can harness it for the greatness of the Zarkan Empire.



Goran is not alone, though. Costner appears behind him, warning him not to open the coffin's seal. Goran dismisses Costner's advice, claiming that he wants the power of the Dark Lord for himself. However, Costner worries that the Dark Lord's power cannot be tamed. Goran disagrees, claiming that he knows the secret of controlling the Dark Lord—that as long as you know his true name, you hold sway over him. And with that, Goran breaks the seal, freeing the Dark Lord.

Goran levels at the Dark Lord's essence the name from the lithograph he stole from Costner: Deliza. But that's not the Dark Lord's true name; thus, Goran bears no control over him. To thank Goran for releasing him from his prison, the Dark Lord kills him. However, in this spectral form, the Dark Lord cannot fully realize his power. He needs a body. And there's one on the floor next to Goran that will do quite nicely: Costner's.



While not pure of heart, Costner is in the wrong place at the wrong time, befalling a terrible fate.



The action switches back to Lance and his newly completed team. Tess is a useful addition to the team, but her weapon is lacking. Replace it as soon as possible with the paralyze bow (21), and give her the metal necklace (20) as an accessory until you can buy or craft her better equipment in Jade or Rem Village.



Before opening the Necros Gate (22) and heading deeper into the Full Moon Floor, use the southern exit from this chamber to access the Half Moon Floor one level down. The Dark Gate at 16 is still locked, but if you step on the magic circle in front of it, the bars rise, clearing a path to the Lunar Tower exit. Pick up the wise staff at 17 and equip it to Felis. After opening the gate and grabbing the treasure, return to the Full Moon Floor the way you came.



Step through the Necros Gate and follow the hall west. The hall turns south and empties into a large chamber that contains a life point (23) and a hydro belt (24). The hydro belt is a perfect accessory for Felis, so equip it. With all four members in the party, it's time to start laying waste to the monsters wherever you find them. At Level 25, Tess is behind the rest of the group and must start leveling up as soon as possible.

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The Full Moon Floor is full of dangerous denizens, such as Zephyr elementals, Morezard priests, liquid forces, and zom bats. Tess is a good addition to the party, as she's fast, meaning her Lunar Clock refills quickly. Her element is mismatched with the Zephyr elementals, so leave those creatures to the other heroes and have her concentrate on other monsters. With the four members in the party, group Lunabilities do extra damage, so use those when all four Lunar Clocks are synched up. The results are impressive—and necessary for the upcoming boss battle.



The life point disappears after you use it, but returns when you leave the floor. When eliminating the monsters in the chamber, don't use it right away. Save it for after a few battles when each character is down some HP.



Follow the hall to the moon gate (25), which is sealed by a magical lock. Someone suggests they seek Costner's help—perhaps he has a key. The group must head to Jade, but none of the warps in the Lunar Tower are functioning. You must climb down the long way, backtracking down every floor to the Lunar Tower's front door, avoiding or killing monsters the entire way.

If you neglected to pick up any treasure during previous visits to the Lunar Tower, now is a good time to make the rounds. Even if the equipment or weapons are underpowered for your current level, you can still sell them in towns for extra gold.



As you try to exit, you run into Costner. He tells the group that Goran was trying to free the Dark Lord, but he isn't sure if he was successful. Costner claims he barely escaped with his life but fears the worst for Goran. Costner takes a fancy to Tess. Lance tells Costner more than he should about the girl, and it prompts Costner to hand over the moon key, which opens the moon gate up on the Full Moon Floor.



After passing through the moon gate, the group sees Goran's body. Before they can mourn his death, the skeleton that tormented Goran appears and introduces himself as Ravana. Ravana reveals how common and secret names affect creatures of Zeimos lineage. If you know that secret name, you can control your quarry. He also reveals that he was using Goran as a puppet and that the Dark Lord has been unleashed into the world. Before vanishing as eerily as he appeared, Ravana calls Lance the Blade Dancer. The group isn't left alone for long, though. The Dread Knight appears and challenges the group to a fight.

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Boss Battle: Dread Knight



HP: 3,000
EXP: 2,000
Element: —
PWR: 170
ENR: 170
DEX: 80
AGL: 60
INT: 36
PSY: 115
LGC: 100
Lunabilities: Dark Slash, Hell Thrust
Gold carried: 3,000
Items carried: —





In this battle, the Dread Knight resists Poison, Sleep, Paralysis, and Charm, and he has strong resistance to Silence and Blind status ailments. Don't cast any Lunabilities that result in status ailments—you'll only waste time and Lunar Points. Instead, start the battle with fast physical attacks to build up the Lunar Gauge. With four heroes in the party, the Lunar Gauge fills quickly; however, when a couple of hundred points are in the gauge, the Dread Knight tries to use them for himself. To prevent the Dread Knight from using his Lunabilities, don't have a point in the fight where all four heroes must wait for their clock to fill. That's when the Dread Knight will strike. Stagger your attacks so if the Dread Knight gears up for a Lunability, you can disrupt his casting with a strike of your own.



Because you have four heroes in your party, your group Lunabilities do a lot of damage. After you attack the Dread Knight for a couple of minutes and cleave half of his HP, synch up at least three of your heroes so you can cast a mighty attack. You cannot afford to be stingy with those Lunar Points and hold back in hopes for extra experience at the battle's end. Spend them all on major Lunabilities, and you'll have the Dread Knight on his knees in no time.

After the battle, the Dread Knight floats up into the air and vanishes in an eruption of light and energy. It's obvious he still had strength left underneath that gruesome armor, but for some reason he decided to let you go in peace—this time. Whose side is this monster on?





You can now continue into the final chamber of the Full Moon Floor, which contains the moonstone shard (26) and a heal book (28). These items help you restore your HP stocks when fighting your way to Jade. The moon area (27) is still inactive. You need a special item to unlock the special warp to the Lunar Tower's top floor. Perhaps Costner has the solution? Before leaving, check out the moonstone shard for another verse you can sell to Byron in the capital city:

"The Dark Lord used his misbegotten knowledge to transform normal people into hideous creatures beyond the realm of humanity.

At the end of every battle, he gathered together those who surrendered, those who were captured, and those who had died to his stronghold.

He performed unspeakable ceremonies on them.

They were recreated as heartless, unthinking creatures. He would then send them back into battle against their former allies.

They were called the Necromen, and were considered the Dark Lord's most horrifying warriors."

Fourth Event: Moonlight Platform

Combining the sword and dance bracelets like Scotch suggested allows you to use the moon area (27) to access the Moonlight Platform on the Lunar Tower's roof.



Step onto the moon area to warp to the roof. There you meet Kanga, the king of the Morezard race. Kanga is the protector of the unholy seal that restricts the power

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of Lighbra, the large red crystal that hangs over the platform. Kanga tells you that the Dark Lord sealed Lighbra. Releasing Lighbra's power unlocks the potential of the Blade Dancer—and Kanga has no intention of letting that happen on his watch. The Morezard king and his minions, a mage and a guardian, charge the group.





Boss Battle: Kanga



HP: 3,000
EXP: 5,000
Element: —
PWR: 300
ENR: 310
DEX: 126
AGL: 105
INT: 110
PSY: 130
LGC: 100
Lunabilities: More Slash, Orochi Slash
Gold carried: 7,000
Items carried: Dark sword





Kanga and his Morezard thugs are fast strikers, so keep attacking to stay ahead of the fight. Charge the Lunar Gauge with basic attacks so you can use one of Lance's or Gozen's Lunabilities. Any group-targeting Lunability is good so you can brush aside Kanga's minions and concentrate the rest of your attacks on him.

Pound Kanga with attacks from Gozen and Lance. Kanga has no resistance to any status ailments, so use Tess's and Felis's Lunabilities to Poison and Freeze the Morezard king.



The more you can trip up the lizard and keep him on his heels, the better chance you have of surviving the fight with all four party members conscious. If Lance or Gozen needs healing, make sure Tess or Felis does so. You cannot afford to sacrifice one of Lance's turns with a potion use.

After you destroy Kanga, the seal on Lighbra shatters and the ancient stone comes to life. The stone detects the presence of the Blade Dancer, who is Lance, without doubt. However, Lighbra is disturbed by the presence of great darkness within the heart of a party member. Lighbra makes a startling revelation to Lance and his friends: Tess is really Deliza, the Dark Queen who is in service to the Dark Lord. Tess reels from the news as Lance comes to terms with his destiny.

Lighbra tells Lance he cannot become the Blade Dancer yet. He needs to go to Nephrem Mountain and break open the doors of the Forgotten Prison. At the bottom of the cursed site, he will find the sword that belonged to the original Blade Dancer. With the course of action set, Lance and his friends leave the Lunar Tower and head to the Forgotten Prison.





Lighbra Gates

Lighbra unlocks a series of Lighbra Gates throughout Foo, which shortens travel time. There are four gates you can use at any time to warp around the island:



- Lunar Tower: Full Moon Floor
- Jade: Palace Entrance
- Sepna Forest: Prismatic Spring
- Nephrem Mountain: Dragon Cemetery

These gates deposit you near all three of the towns in Foo, making it easier to restock supplies and rest at inns between battles. The gates cut down on travel, but they also bypass a lot of fights in which you should participate. As you near the end game, you must keep leveling up your characters. You should be at least Level 60 before going into the final battle, but Level 65 or 70 is even better.

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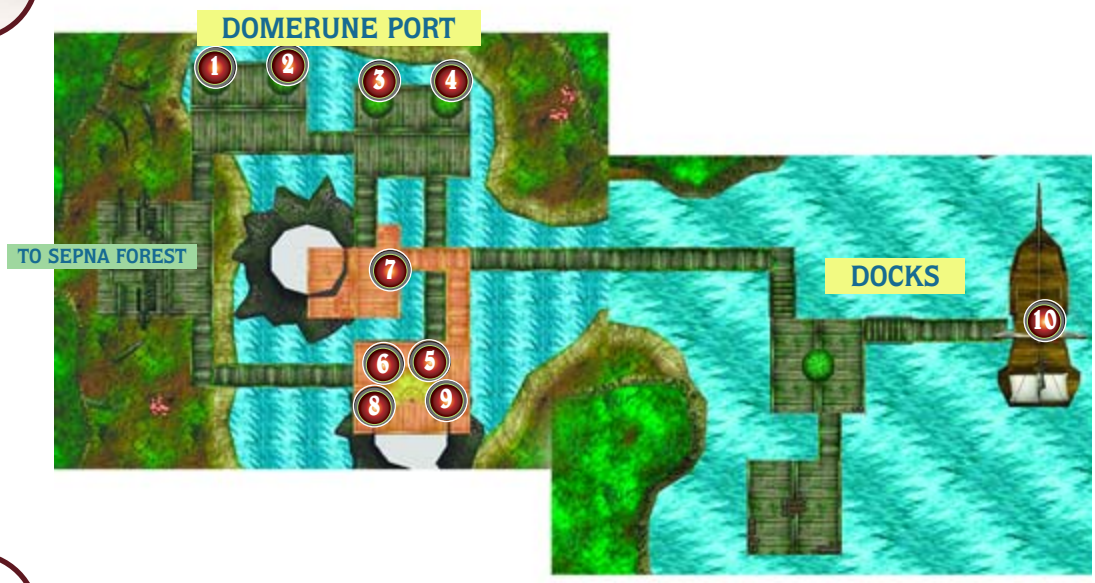
Domerune Port

If by Sea

Just beyond the Prismatic Spring in dense Sepna Forest lies the coastal city of Domerune Port, a humble town built right on a large pier overlooking the ocean. The town is built almost entirely of wood from the forest, with thick beams lashed together and hoisted high to prevent the monsters of Sepna from terrorizing the peaceful Domerune civilians. Domerune is situated along a major shipping route, so all of its stores are always bursting with stock. And should an adventurer run low on funds, the people of the port have plenty of requests that result in lots of gold. Domerune is the only place where adventurers can charter a ship to the dreaded Vemos Island, home of the Dark Citadel.

Maps

Domerune



Points of Interest	Points of Interest
1 Weapons dealer	6 Inn
2 Equipment vendor	7 Scotch
3 Crafting broker	8 Save point
4 Appraiser	9 Dock clerk
5 Item merchant	10 Ship to Vemos Island

Weapons Dealer

WEAPON	PRICE	WEAPON	PRICE
Short sword	200	Warlock's staff	5,000
Broadsword	500	Sorcerer's staff	8,300
Long sword	1,000	Mythril sword	15,000
Cutlass	2,000	Dark sword	27,000
Saber	5,000	Mythril bagnakh	13,500
Leather cestus	250	Striker	27,000
Baghnakh	600	Empathy cane	13,000
Iron claw	1,200	Divine staff	26,000
Steel Baghnakh	2,100	Short bow	280
Jamadhar	4,800	Medium bow	640
Great sword	9,000	Longbow	1,350
Zarkan katar	8,500	Hard bow	2,000
Wood staff	300	Battle bow	4,650
Halo staff	650	War bow	8,800
Magician's staff	1,250	Sniper bow	13,500
Mage cane	2,000	Great bow	25,000

Item Merchant

ITEM	PRICE	ITEM	PRICE
Potion	150	Tranquilizer	500
Holy water	300	Poison	500
Angel kiss	1,500	Dark potion	500
Skill potion	700	Heal scroll	1,500
Strength potion	700	Cream	50
Vitality potion	700	Spice	250
Agility potion	700	Hard lettuce	300
Wisdom potion	1,000	Colored berries	550
Logic potion	1,000	Fresh juice	150
Para potion	1,000	Stir fry	700

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Equipment Vendor

EQUIPMENT	PRICE	EQUIPMENT	PRICE
Rock earring	100	Stone anklet	840
Rock cuff	500	Metal clip	1,200
Rock stud	800	Metal cuff	2,000
Rock choker	120	Metal choker	1,250
Rock necklace	520	Metal necklace	2,100
Rock torque	850	Iron bracelet	1,300
Rock bracelet	150	Metal bangle	2,300
Rock bangle	550	Silver ring	1,200
Stone armlet	880	Gold ring	2,000
Rock ring	110	Metal stud	4,000
Solid ring	520	Metal medallion	2,100
Hard ring	820	Metal armlet	4,300
Rock rope	200	Metal ring	4,300
Rock belt	700	Metal belt	2,500
Rock girdle	1,100	Metal girdle	5,000
Metal rope	1,500	Metal toe ring	1,230
Rock toe ring	130	Silk anklet	2,150
Rock anklet	530	Metal anklet	4,300

NOTE

Not all weapons and items will be in the shops the first time you visit them. Many inventories are affected by who is in your party and what level your heroes are currently at.

Crafting Broker

INGREDIENT	PRICE	INGREDIENT	PRICE
Sandbone hilt	80	Moonbone hilt	200
Iron blade	150	Magic blade	600
Rock orb	150	Mesh glove	500
Heavy bowstring	120	Magic barb	600
Silver fitting	200	Light pole	450
Silver chain	250	Heavy pole	300
Silver buckle	300	Dark pole	600
Silver inlay	250	Moon pole	1,000
Spring water	10	Magic orb	800
Herb	50	Light frame	200
Sandstone	10	Heavy frame	400
Hemp string	60	Magic frame	800
Iron	50	Heavy bowstring	120
Softwood	40	Silk bowstring	360
Hardbone hilt	150	Steel bowstring	700
Steel blade	300	Moon fitting	900
Hide glove	100	Moon chain	900
Light glove	300	Moon buckle	1,100
Iron barb	200	Moon inlay	1,350
Steel barb	400	Moon powder	100
Metal orb	400	Steel string	180
Silk bowstring	360	Alloy	200
Gold fitting	450	Moon alloy	300
Gold chain	500	Hardwood	80
Gold buckle	600	Meld wood	100
Gold inlay	450	Illusion orb	1,200
Iron filings	50	Moon blade	900
Silk string	110	Moon barb	800
Steel	100		

First Visit: City By the Sea

Docks

Domerune Port is the reward for fighting your way through Sepna Forest. The peaceful burgh on the ocean is complete with every shop you need, as well as an inn (6) where you can rest from any rough encounters in the forest. The town is split into two parts: Domerune and the docks. Domerune proper is where all of the commerce takes place, such as at the weapons dealer (1) and the crafting broker (3).



The close proximity of the commerce makes shopping easy in Domerune Port. To access the item merchant (5), head up the ramp near the crafting broker. The smartest man in town, Scotch (7), is also on the city's upper tier. Scotch is good for idle conversation right now, but he has information that will advance Lance's quest later on in his adventure.

Follow the path around the shops on the town's ground level to access the docks. Here you will find a ship (10) that you can charter to the smaller island of Vemos. However, without the necessary tools to even open the gates to the Dark Citadel, it's not worth inquiring about the vessel. Besides, the monsters on the island are far too mean for your current level.



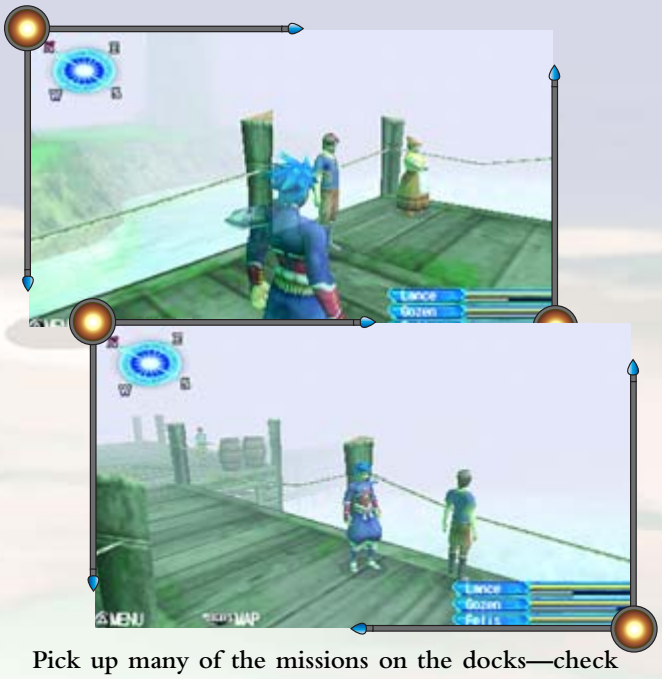
Use the save point (8) on the Domerune docks whenever you visit the seaside town.

TIP

If you want to raise you party a level or two, use Domerune Port as a "base" and venture out into the Prismatic Spring just beyond the town gates. Whenever you run low on potions or if your weapons break, just duck back into town to buy new ones.

There are several side missions that originate in Domerune over the course of Lance's adventure. Some are as simple as paging every town member for a girl's popularity contest, but others send you on errands that span the entire island of Foo.

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Pick up many of the missions on the docks—check with the people standing around the dock clerk (9). There are also a few to get in the larger part of town. Three missions originate at the inn, with new people cycling into position when you complete side missions assigned by current occupants. Not all of the missions are available during your first visit to town, so keep checking back as you head through the adventure and see what the people of Domerune Port need from their local heroes.

Recommended Side Missions

- Request 4
- Sleepless Man
- Portrait
- Hopeless Affliction
- Merciless Daughter

Second Visit: Flutes and Bracelets

Costner gave Lance the sword bracelet, but the relic is only half of an artifact that Lance requires to access the final area within the Lunar Tower. He needs the dance bracelet in order to activate the moon gate in the Lunar Tower and challenge the Dread Knight.



Go see Scotch on Domerune's second level. The civilian tells you that the majestic dragon Sylphen on Nephrem Mountain holds the dance bracelet. However, Sylphen doesn't just make routine appearances for any adventurer who manages to fight his way to the summit. The dragon only responds to the dragon flute. Sound a few notes on this mystical instrument and the great dragon will deign to show its face to a mere mortal.



Scotch doesn't have the recipe for the dragon flute; visit the appraiser downstairs to get it. The appraiser spells out the required ingredients: mystical bone, mystical fang, and snake king blood. Obtain mystical bones and mystical fangs by challenging the following combination monsters on Nephrem Mountain that drop them when slain in battle:

- Wyvern King
- Death Wyvern
- Pyrosaur
- War Dragon
- Nephrem King
- Red Dragon



However, you can find the snake king blood only in the veins of the dune serpent, located in front of the Full Moon Base in Gallema Desert. After you collect all three items, you can craft the dragon flute on your own and take it up the Remains on the Summit of Nephrem Mountain.

NOTE

The dune serpent will only appear in the Gallema Desert if you have satisfied these requirements:

- Speak to Scotch and the appraiser in Domerune Port to learn about the Dragon Flute and the required items to craft it.
- Complete the Adventurer's Proof 1 and Adventurer's Proof 2 side missions, and accept the Adventurer's Proof 3 side mission from Godun in the Jade weapon dealer shop.

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NOTE

Before leaving town, check around and see if any new side missions are available, such as "Ornamental Beast" and "Private Journal."

Third Visit: Set Sail for Vemos

Finished crafting one of the configurations of the Elemental Sword? Ready to head to Vemos Island and put a stop to the Dark Lord once and for all? Head to Domerune and talk to the dock clerk to hire a ship.



Before getting on the ship, though, be sure you are ready to deal with at least six boss battles against elemental monsters and the Dread Knight. There are many regular monsters roaming the Dark Citadel on Vemos Island, which can cause wear and tear on your weapons. Don't leave Domerune without fresh weapons for everybody, as well as fully crafted backup weapons. If you have the inventory space, get enough ingredients to craft extras in case you have any long, protracted battles that really damage your gear.

The monsters in Vemos are tough, and the final battles are incredibly challenging. You should be at least Level 65 before getting on the ship. Any lower than that and you may struggle unless you avoid every fight except the necessary boss encounters leading up to the Dread Knight. You only need to be Level 50 to handle the Elemental Sword, but there are better weapons to use than this otherworldly weapon.

Check the "Recipes" chapter for a full list of all the weapons Lance and his team can use. The ones you buy in stores or find in treasure chests are good, but to truly overpower the worst the Dark Lord can throw at you, seek to craft such weapons as the Behemoth Claw, the Leviathan Cane, and the Typhoon Bow.

TIP

The best sword for Lance is Dark Moon, but you must be at least Level 95 to use it. If you can reach that level (which requires a lot of combination-monster slaying) and assemble such a powerful sword, the Dark Lord doesn't stand a chance.





When you are finally ready to make the fateful voyage, board the ship. As Lance and his friends set sail for Vemos, Lance ruminates with Deliza about what twists and turns brought them to where they are. Deliza apologizes that her fate has ensnared Lance, but the Blade Dancer waves it off, just happy to have her in his life. It's a tender moment before the tempest that awaits them at the Dark Citadel.



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Gallema Desert

Swallowed by Sand

The lush Sepna Forest gives way to the harsh wasteland of the Gallema Desert, a merciless sea of sand that can wipe away any trace of an adventurer within a few minutes. Heroes that dare brave the sandstorms have more trouble with the local wildlife, a menagerie of manglers that thirsts for fresh blood. The Gallema Desert must be traversed, though, if Rem Village is the ultimate goal. However, there are diamonds in this desert that deserve a second look. The oasis has magical powers in the right light, and somewhere in the dunes is a hidden gateway to the most dangerous section of the fabled Lunar Tower.

Maps



Last Oasis



Point of Interest

1. Treasure chest: revive book
2. Treasure chest: two mid potions
3. Treasure chest: mana staff
4. Treasure chest: mind toe ring

Overlord Cliff



Point of Interest

5. Treasure chest: beast katar
6. Treasure chest: two heal scrolls
7. Treasure chest: poison bracelet
8. Full Moon Base entrance

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Sand Dune



Point of Interest

9 Treasure chest: angel kiss
10 Earth's Doorway
11 Treasure chest: blue medallion

Full Moon Base



Point of Interest

12 Moonstone shard
13 Return area
14 Save point
15 Master Goken

First Event: Brave the Desert

When Lance and his friends arrive in the Gallema Desert, they come face-to-face with a new collection of monsters that includes such unfriendly faces as the desert python, inferno jar, cockatrice, and storm elemental. These monsters are vicious, but thanks to the wide-open spaces of the desert, avoiding conflict is possible. However, these monsters are tougher than those encountered in Sepna Forest; thus they supply more experience points. If you need to do some leveling, the Gallema Desert is a great playground for picking fights.



Press deeper into the desert to find more desperate monsters, such as dragonspawn, cursed snakes, phantom thieves, and the wonder egg. The latter enemy is troublesome, as it's protected by an ornate shell that repels damage. Keep on fighting all of these monsters, gaining levels, and slipping into Rem Village beyond the desert when you need to rest at an inn or purchase supplies with your golden gains.



The Gallema Desert is a good place to try out Lunabilities and get the hang of coordinating Lunar Clocks to unleash group-based spells. You'll soon learn the value of investing in defensive gear so that you can weather attacks until your party's Lunar Clocks are synched. This will unleash some of the most devastating Lunabilities available.



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Gallema Desert is also full of great treasure, if you're willing to fight your way to it. The first area beyond Sepna Forest, Last Oasis, holds no fewer than four treasure chests. Two of the chests contain solid gear you need: a mana staff (3) and a mind toe ring (4). Give the mana staff to Felis, as she can benefit from the new weapon when facing some of the nastier desert denizens.





Depending on how much sand the desert wind is kicking up, it can be difficult to spot the treasure chests. Use the target cursor to pinpoint their location, then make a beeline for them.



Use the large oasis that dominates the southern half of Last Oasis to cleanse tainted gear. You'll need to come here if you undertake the "Experimental Materials" side mission for Ward in Jade.

Exit the Last Oasis to the south to reach the next area of Gallema, Overlord Cliff. This area hosts the Full Moon Base, which you must access in order to reach the next plot point in the Lunar Tower. Many of the same nasties you encountered in Last Oasis are present in Overlord Cliff, but you have new means of either avoiding conflict or escaping from it thanks to the remnants of an ancient city.



The routes in this area are full of crumbling walls and the stubs of once-tall pillars. You can use these obstacles to hide from monsters or break eye contact if they pursue you. During this first visit, confront many of the monsters you encounter in order to gain experience points; however, when you return to Gallema for future visits, the dunes are crawling with monsters that combine to form terrifying forms. If you risk being overrun by one of these massive monsters, the walls provide a great way to duck out of a potentially losing battle.

Caution

Some of the walls can accidentally form traps. If you try to hide from one monster, you may unwittingly put yourself in another beast pack's sight line. Even worse, you can paint yourself into a corner and be attacked by wave after wave of monsters if they converge on your location all at once.

There are three treasure chests in the Overlord Cliff area—if you must prioritize, go after the ones at 5 and 7 first. They contain the beast katar and poison bracelet, respectively. The beast katar is a good weapon for Gozen. If you've already found or crafted a weapon that surpasses the





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beast katar, stash it in your inventory as a backup blade in case Gozen's regular weapon shatters in battle. The poison bracelet offers its wearer resistance to poison attacks, and with all the snakes loose in the dune, this accessory immediately proves its worth.



The Full Moon Base crops up in the center of Overlord Cliffs. This way station offers weary travelers a save point (14). When you are ready to enter the Lunar Tower to fight the Dread Knight again, use the return area (13) inside to warp into the faraway structure. Also inside the Full Moon Base is Master Goken (15), a Zarkan warrior who only offers polite conversation during your first encounter. However, he has a side mission you should perform later in the adventure, aptly called "Master Goken." The reward is one of the most powerful Lunabilities Gozen can learn: Earthbreaker. And if you are collecting prose for Byron in Jade, there is another moonstone inside the base that reveals a strand of the great epic of the first Blade Dancer:

"He took his soldiers across the land, destroying cities one after another.

While the tyrant's troops were burning villages and torturing captives, a young warrior appeared seemingly from nowhere.

He was an Anslo boy, with the mark of the Blade Dancer upon his forehead—the same mark described in the mythical tales of ages long gone.

That was the blessed child, Gerard.

He was the descendant of the most ancient and wise Zeimos people. But he also had the blood of another people coursing through his veins....

That of the Anslo warriors.

The blessed Anslo warrior raised his sword in defiance of the Dark Lord. He traveled the land, freeing captives from the Dark Lord's chains.

Those he rescued stood strong with him and joined his rebellion against the Dark Lord.

One who joined the Anslo leader was a brilliant strategist and became Gerard's compatriot in arms.

Anslo, Dorf, Zarkan, Melphin—he appealed to the sense of justice in all good people.

With a powerful warrior and expert strategist leading the way, the rebel army gained strength and won many battles.

The Dark Lord began to lose his influence...."

Before passing through the return area and traveling to the Lunar Tower as directed by Costner, investigate the final area of Gallema Desert: Sand Dune. This last stretch of desert feeds into Rem Village, but you must fight your way through some harsh monster encounters to see the peaceful streets of that quaint township. The main expanse of Sand Dune runs parallel to a massive abyss where there are two treasure chests. The first one contains an angel kiss (9), which helps restore a helpless comrade. The second chest (11) contains a blue medallion, another piece of gear you should funnel to Felis, as the amulet is aligned with the water element.



Collecting the treasure will require some fighting. With Rem Village around the corner, run from one end of Sand Dune to the other, and cleave every monster you can find. This is a solid place to do some leveling before buying supplies at Rem Village and heading to the Full Moon Base for a trip to the Lunar Tower.

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Depending on your current level, some of the monsters may flee from you. Track them down and fight them on your own terms. Every battle inches you closer to a new level, a new Lunability, and a new weapon. When encountering the snakes, you'll be glad you picked up the poison bracelet. Phantom thieves and living bones fall beneath the might of straight physical attacks from Lance and Gozen. When you are satisfied with your level and have picked up all the items and weapons from Gallema Desert, you can either pass through to Rem Village or fall back to Overlord Cliff and warp to the Lunar Tower via the return area.







Level up

Like with Sepna Forest and Lumines Field, you should visit the Gallema Desert a few times to kill monsters and gain levels. After Tess joins your group in the Lunar Tower, the enemies in the game go through a major upgrade. Lesser beasts are replaced by higher-level monsters who are tougher to dispatch, but result in more experience points—especially the monsters that combine.



The more time you invest in leveling up your characters by repeatedly slaying monsters in crowded places like Gallema Desert, the better prepared you will be for some of the harder trials later in the adventure. Some of the best side missions in the game revolve around beating ferocious creatures, and without the extra HP and strength associated with higher levels, you will miss out on the best gear and Lunabilities.

Second Event: Snake King Blood

After Scotch and the appraiser in Domerune Port tell you that the dragon flute is required to call down Sylphen on Nephrem Mountain, you must set out to Gallema Desert. The rare ingredient needed to craft the dragon flute can only be drained from the slain carcass of the dune serpent.



If you have completed the "Adventurer's Proof 1 & 2" missions in Jade and received the "Adventurer's Proof 3" side mission, the dune serpent in front of the Full Moon Base in Overlord Cliff. The monster does not initiate an attack—you must touch it in order to start the battle. Beware of other monsters in the area—especially combination monsters like silent faces—who try to intercept you and whittle down your HP or weapon endurance before you can challenge the dune serpent.

NOTE



You cannot access the Earth's Doorway (10) on the desert's edge in Sand Dune until later in the game, but remember where it is. A side mission, "Inheritance," unlocks a monster encounter on the other side of Earth's Doorway that places your party in great danger but results in a hefty reward.

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Boss Battle: Dune Serpent

HP: 800
EXP: 550
Element: Earth
PWR: 169
ENR: 178
DEX: 93
AGL: 70
INT: 55
PSY: 63
LGC: 52
Lunabilities: Venom Shot, Hell Whip
Gold carried: 4,500
Items carried: Snake king blood





The dune serpent is ready for combat, anxious to sink its fangs into you and deliver a poisonous bite with its Venom Shot Lunability. The Hell Whip maneuver isn't easy to absorb either, but beware of the Venom Shot the most because it poisons characters during battle, draining their HP. The dune serpent has a slight earth alignment, but you are better off slashing and slicing the snake with regular physical attacks and nonelemental Lunabilities. By this point in your quest, you may overpower the dune serpent in both numbers and power—especially if you have been consistently leveling up. After the final strike on the dune serpent, you pick up the snake king blood.

Rem Village

City in the Sand

Appearing on the horizon through the sand-choked skies of Gallema Desert, Rem Village is a true oasis for a weary adventurer. The small village is host to all of the luxuries of a full city, including a weapons dealer, a crafting broker, and an inn where a tired traveler can pour the sand out of his boots and rest his head for the night. Rem Village is the last stop before the charred peak of Nephrem Mountain, a forsaken place where few dare tread. The village is also home to a mysterious blacksmith by the name of Judge Smith, who has some esoteric knowledge about weapon crafting that could help tip the odds away from the Dark Lord in the final fight for world domination.

Rem Village



Points of Interest
1. Weapons dealer
2. Equipment vendor
3. Inn
4. Appraiser

Points of Interest
5. Judge Smith
6. Item merchant
7. Crafting broker, save point

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Weapons Dealer

WEAPON	PRICE	WEAPON	PRICE
Short sword	200	Warlock's staff	5,000
Broadsword	500	Sorcerer's staff	8,300
Long sword	1,000	Mythril sword	15,000
Cutlass	2,000	Dark sword	27,000
Saber	5,000	Mythril baghnakh	13,500
Leather cestus	250	Striker	27,000
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Wood staff	300	Battle bow	4,650
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Angel kiss	1,500	Dark potion	500
Skill potion	700	Heal scroll	1,500
Strength potion	700	Cream	50
Vitality potion	700	Spice	250
Agility potion	700	Hard lettuce	300
Wisdom potion	1,000	Colored berries	550
Logic potion	1,000	Fresh juice	150
Para potion	1,000	Stir fry	700

Equipment Vendor

EQUIPMENT	PRICE	EQUIPMENT	PRICE
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Rock cuff	500	Metal clip	1,200
Rock stud	800	Metal cuff	2,000
Rock choker	120	Metal choker	1,250
Rock necklace	520	Metal necklace	2,100
Rock torque	850	Iron bracelet	1,300
Rock bracelet	150	Metal bangle	2,300
Rock bangle	550	Silver ring	1,200
Stone armlet	880	Gold ring	2,000
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Solid ring	520	Metal medallion	2,100
Hard ring	820	Metal armlet	4,300
Rock rope	200	Metal ring	4,300
Rock belt	700	Metal belt	2,500
Rock girdle	1,100	Metal girdle	5,000
Metal rope	1,500	Metal toe ring	1,230
Rock toe ring	130	Silk anklet	2,150
Rock anklet	530	Metal ankle	4,300

NOTE

Not all weapons and items will be in the shops the first time you visit them. Many inventories are affected by who is in your party and what level your heroes are currently at.

Crafting Broker

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Silver fitting	200	Light pole	450
Silver chain	250	Heavy pole	300
Silver buckle	300	Dark pole	600
Silver inlay	250	Moon pole	1,000
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Herb	50	Light frame	200
Sandstone	10	Heavy frame	400
Hemp string	60	Magic frame	800
Iron	50	Heavy bowstring	120
Softwood	40	Silk bowstring	360
Hardbone hilt	150	Steel bowstring	700
Steel blade	300	Moon fitting	900
Hide glove	100	Moon chain	900
Light glove	300	Moon buckle	1,100
Iron barb	200	Moon inlay	1,350
Steel barb	400	Moon powder	100
Metal orb	400	Steel string	180
Silk bowstring	360	Alloy	200
Gold fitting	450	Moon alloy	300
Gold chain	500	Hardwood	80
Gold buckle	600	Meld wood	100
Gold inlay	450	Illusion orb	1,200
Iron filings	50	Moon blade	900
Silk string	110	Moon barb	800
Steel	100		

First Event: Welcome to the Village

When Lance stumbles into Rem Village, he's greeted by faces far friendlier than those trying to corner him in the Gallema Desert. The town is full of every commerce experience found in Jade and Domerune. If you are short on items and don't have the necessary ingredients to craft the items, take advantage of all the shops.



The village is an excellent stopover point before heading out to complete tasks on Nephrem Mountain or Gallema Desert. Use the save point (7) whenever

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you're in town. Also, if you have time and need to extend your Lunar Gauge, there are several side missions available in Rem Village with worthy rewards.



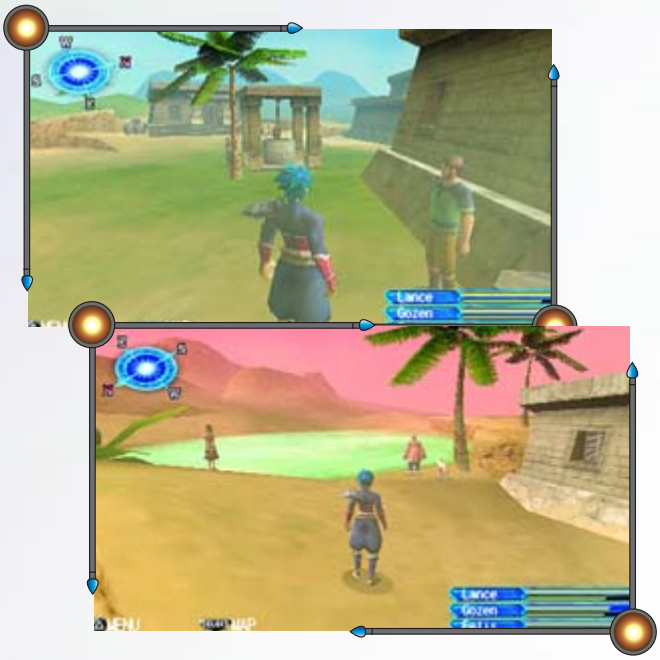


There are two treasure chests hidden upstairs at the inn (3). The chests contain the fire belt and the peace earring, which are great upgrades for Lance and Felis, respectively.

Second Event: Side Missions

There are several side missions available in Rem Village; all of them require that you leave the village and conquer some sort of trouble in the wild. The effort is always worth it, especially the "Ruins" missions you get from Gary, who relaxes in the alley next to the appraiser (4).

Gary has some great leads on excellent treasure and weapons hidden in the wilds of Foo, but getting the information out of him is costly. He requires elemental soul payments, which you often find in the forest or desert and which always result in a battle with an imposing creature. If you survive the battles, you end up with powerful weapons for Gozen, Felis, and Deliza.



In addition to Gary's missions, you can pick up some tasks from Dr. Boza and Mariane next to the waterfront. These citizens have troubles of varying degrees, but the rewards for helping them are good. For example, helping young Mariane with her self-confidence pays 3,000 gold. And Dr. Boza provides the necessary item to complete a side mission that starts in Domerune and pays 5,000 gold.

Recommended Rem Village missions:

- Forest Ruins
- Desert Ruins
- Mountain Ruins
- The Holy Fire
- The Presciption
- Charm of Courage

Third Event: The Elemental Sword

After you have the Dancing Blade, you must see Judge Smith (5) in the desert-based Rem Village. The blacksmith has remained mum for most of your adventure, but the moment he sees the Dancing Blade, he loosens his lips. The Dancing Blade is part of the Elemental Sword of the Blade Dancer, the only weapon that can cut short the Dark Lord's tyrannical plans. The Elemental Sword can be fashioned in four different configurations, each with a specific elemental prowess.



Unfortunately, you don't have the necessary materials to craft the Elemental Sword just yet, even after Smith hands over the moon hilt. You must seek out the four elemental cores, which can then be fused with the blade to unlock its dangerous elemental properties. The four cores are held by elemental guardians. You must defeat the guardians (who are monstrosities) to earn the cores necessary to create one of the Elemental Sword's forms.

You must locate and defeat the elemental guardians in a specific order: Lumines Field, Sepna Forest, Gallema Desert, and Nephrem Mountain. If you try to find the guardians out of order, you cannot recover the cores. Only with at least one form of the Elemental Sword can you break the seal of the Dark Citadel on Vemos Island and challenge the Dark Lord.

Smith also imparts one last bit of knowledge: Only he can break the sword apart if you want to craft it with a different elemental core. A regular appraiser cannot help with this particular weapon; if you're in a fight that requires an elemental boost to win, you must heft the Elemental Sword back to Rem Village and have Smith reconfigure it. You can use the Elemental Sword to battle the guardians, but it must be reconfigured in Rem Village if the sword is aligned with an element that is weak against the next guardian in the chain.

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Boss Battle: Tempest Guardian



HP: 3,500
EXP: 6,000
Element: Wind
PWR: 300
ENR: 350
DEX: 205
AGL: 155
INT: 220
PSY: 150
LGC: 150
Lunabilities: —
Gold carried: 1,800
Items carried: Wind core



The tempest guardian is perched in the skies above the main gate in Lumines Field. The majestic dragon asks if you dare challenge it to combat, and if you accept, the fight begins. Without Lunabilities to call upon, the tempest guardian must rely on physical attacks.

Immediately overwhelm the monster with attacks so you can build up the Lunar Gauge, then initiate group Lunability attacks. Because the tempest guardian has a solid resistance against wind elemental attacks, consider using Gozen's earthen Lunabilites, such as Earthbreaker. (You did complete the Master Goken side mission, didn't you?)

Boss Battle: Tidal Guardian



HP: 4,500
EXP: 6,000
Element: Water
PWR: 295
ENR: 330
DEX: 195
AGL: 149
INT: 210
PSY: 155
LGC: 165
Lunabilities: —
Gold carried: 1,700
Items carried: Water core





The tidal guardian is waiting for you at the Ancient Lake in Sepna Forest. When you challenge the dragon for the water core, immediately start building up the Lunar Gauge. Fire attacks do not deal extra damage to the water-aligned dragon, so Lance's fire-based Lunabilities are a waste of Lunar Points.

Instead, use Lance to chip away at the beast's HP with regular sword attacks or non-elemental Lunabilities, then weather the guardian's attacks (if possible) to launch Deliza's group Lunability Last Wind.

Boss Battle: Tremor Guardian



HP: 4,000
EXP: 6,000
Element: Earth
PWR: 315
ENR: 340
DEX: 199
AGL: 145
INT: 240
PSY: 160
LGC: 160
Lunabilities: —
Gold carried: 1,000
Items carried: Earth core





The tremor guardian awaits your arrival at the oasis in Gallema Desert. Seek out the dragon on the map's western side. You'll spot its flapping wings through the sandstorm. Gozen's earth attacks don't do as much damage, thanks to the similarly aligned elements. So, charge the Lunar Gauge, then spend those points by casting the group Lunabilities Last Wind or Maelstrom to drain the monster's HP and claim the earth core.

Boss Battle: Torrid Guardian



HP: 3,800
EXP: 6,000
Element: Fire
PWR: 310
ENR: 360
DEX: 200
AGL: 152
INT: 200
PSY: 165
LGC: 155
Lunabilities: —
Gold carried: 1,650
Items carried: Fire core





The torrid guardian holds court at the summit of Nephrem Mountain. The dragon is fire-aligned—which is why he lingers at the infernal peak—so Lance is not as effective in this battle. Equip him with a regular blade and just go for physical damage. However, Felis's water spells are of particular use in this battle. Using as many heroes as possible, extinguish the dragon once and for all with the Maelstrom Lunability. The torrid guardian is tough, so you may not be able to stand many attacks to allow all of the warriors to get their Lunar Clocks synched up. But if you can use Maelstrom at least once with at least three of the heroes involved, the torrid guardian will suffer greatly.

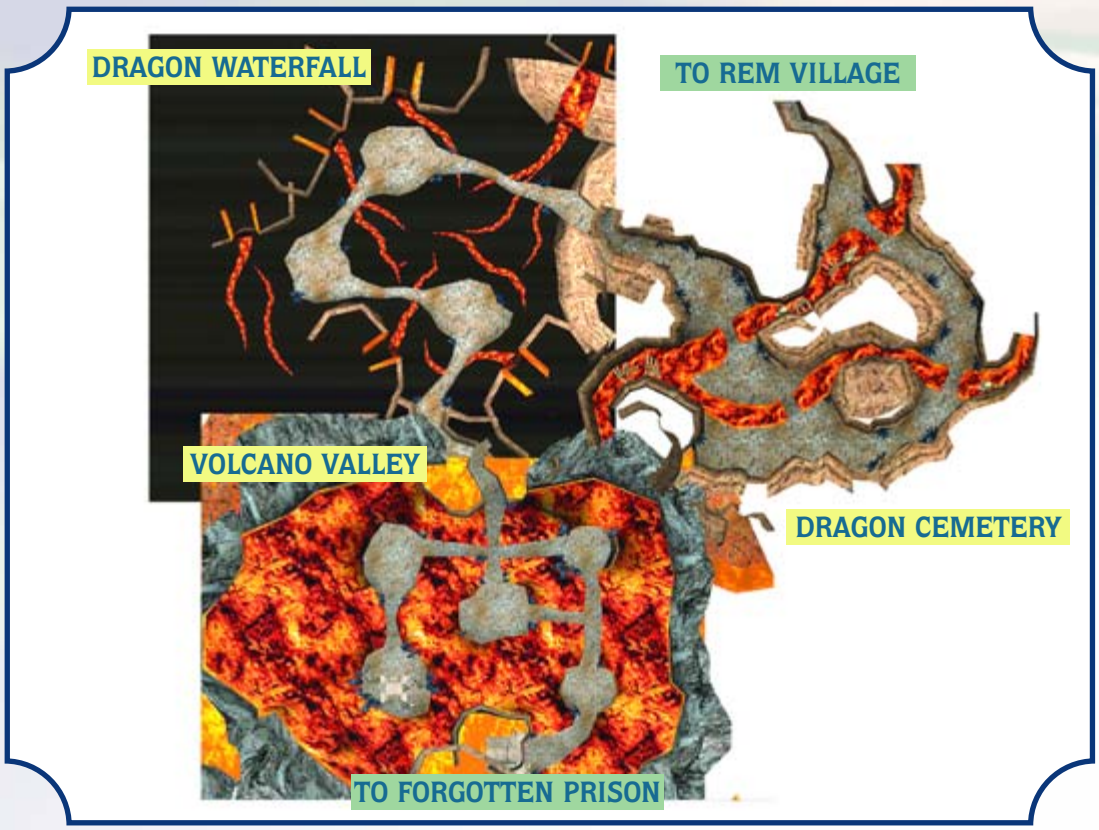
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Nephrem Mountain

Up the Inferno

Just beyond the small Rem Village lies the foot of Nephrem Mountain, a dangerous peak always on the verge of violent eruption. The fiery crags that make up the mountain host some of the most frightening monsters in Foo, and the narrow pathways that lead up to the summit make it difficult for brave adventurers to avoid contact—and combat. Nephrem is also home to the Forgotten Prison, a terrible site that figures grimly into the epic of the Dark Lord. While no journey to this infernal mountain has ever ended happily, perhaps the saga of the new Blade Dancer will result in a reversal of fortune for the fateful place.

Maps



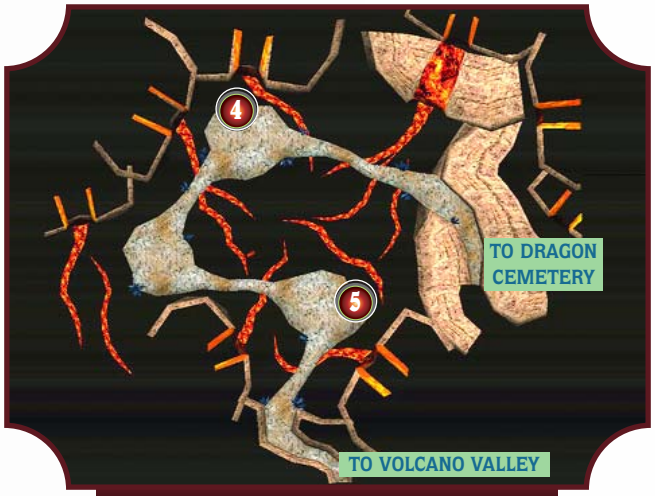
Dragon Cemetery



Points of Interest

1. Treasure chest: guard stud
2. Treasure chest: revive book
3. Treasure chest: lapis lazuli

Dragon Waterfall



Points of Interest

4. Treasure chest: two mid potions
5. Treasure chest: angel kiss

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Points of Interest

- 6 Treasure chest: rapid ankle
- 7 Moonstone shard
- 8 Treasure chest: fairy cane
- 9 Remains
- 10 Treasure chest: earth choker
- 11 Forgotten Prison entrance

First Event: Initial Visit

When you first reach Rem Village, there is no pressing event that requires venturing out onto Nephrem, but the treasures on the peak's three main areas are well worth the risk. The first of the three areas, Dragon Cemetery, has three treasure chests—and one of them contains a great accessory for boosting the defense of your weakest character in the party: guard stud (1). As you work your way into the cemetery to find the three chests, don't get sandwiched on one of the small bridges crossing the lava rivers.



Getting to the prize is no easy task, as you must fight off such beasts as Necroberg warriors, dire wolves, and blast rocks. And these monsters are not the least bit hesitant to merge into even worse foes, such as the war dragon or Wyvern king. If one of these combination monsters happens to corner you, make use of your Lunabilities. Many creatures on Nephrem are weak against water, so Felis's talents are particularly useful in this flame-licked area.





NOTE



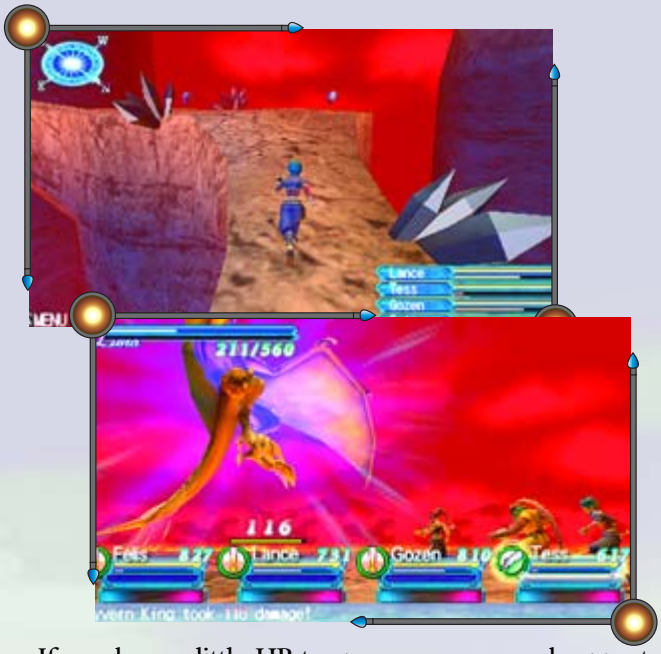
If you are participating in the "Portrait" side mission, be sure to grab the lapis lazuli (3) toward the end of the cemetery area.

After fighting through the cemetery, the trail leads straight into the Dragon Waterfall. These perilous platforms are perched on top of lava geysers and molten waterfalls, which is how the area got its name. The platforms are connected by long, narrow pathways.



Monsters on the platforms will occasionally ram out on to the pathways, but for the most part, regular bad guys stay put in the larger clearings. However, if the monsters start combining, they release a healthy dose of aggression and bravery, and will start chasing you up or down the pathways. The fairly straight paths make it easy to flee a fight—just don't accidentally run away from one fight straight into another.

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If you have a little HP to spare or some good support items to boost health, Nephrem Mountain is a good place to gain some levels. Dealing with evil fists, jaws of evil, and cursed blades will definitely help boost your experience pool. But if you want to quickly jump up a level or two, start waiting for monsters to fuse together. A few battles with Wyvern kings, for example, will increase your party's standing. And should the battle drain you of precious support items, thankfully these beasts drop enough gold that you can retreat to Rem Village and resupply with change to spare.



Tip

The two treasure chests in the Dragon Waterfall area (4 and 5) are full of support items that help keep you in the fight. If a battle goes badly, get to these chests and restore your HP.



The dragons of Nephrem Mountain attack swiftly, so boost your chances by using items (such as energy potions) or Lunabilities (such as Barricade) that increase your party's defense stats.

The third area on Nephrem Mountain is Volcano Valley. This is where you find the Forgotten Prison entrance (11) when it is time to make your move on the terrible stronghold. Volcano Valley is also where you find the Remains (9), a magical site that is dear to the great dragons of Nephrem. Volcano Valley is similar to the Dragon Waterfalls, with individual platforms connected by narrow pathways. Every platform hosts at least one group of monsters. If you see more than one skull icon floating around the clearing, be assured that they will fuse at the first given chance.

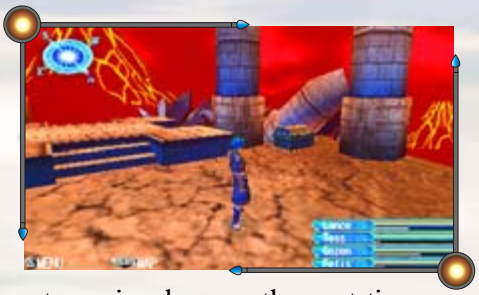


The first treasure chest (6) contains the rapid ankle, a good upgrade with the added ability to resist status ailments. Give it to the party member who needs to be in top shape the most often—usually Lance. However, if you find yourself relying more and more on the brute force of Gozen or the magic of Tess, hand it off to them. Felis, on the other hand, is well-served by the fairy cane (8), found right next to the Remains. It's the farthest point from the start but worth all the fights you have to endure to reach it.



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To see all the sights on Volcano Valley, walk to the west of area (6). There is a T-junction at the pathway's bottom. If you go right, you end up at the mouth of the Forgotten Prison. Go left to a small clearing (always full of monsters), then follow the path around to the west and as it ducks under the first pathway that leads into the area.



Keep following the rocky ledges until you reach the Remains and the fairy cane treasure chest. Remember this outcropping, because the next time you return to Nephrem Mountain, you must report here. Just make sure that when you are summoned to the Remains, you bring exquisite weapons and support items, because you're in for a fierce fight against one of the biggest enemies you have ever faced.



Collecting poetry for Byron back at Jade? Be sure to stop at the moonstone shard (7) and read the continuation of the epic verse:

"The ancients had left Foo in shambles, and years later their descendants returned to mend the land. It was again a paradise.

This was the island of Foo, before the Dark Lord took power. But he transformed it into his base for torment and oppression.

The blessed son, Gerard, crossed the ocean alone from the mainland and landed on Foo.

He came in search of the ancient Stone of Wisdom. The stone was actually Lighbra, the great guardian of the Lunar Tower.

Overcoming countless trials and challenges, the warrior used his courage and his blade to claw his way to the top of the Lunar Tower.

Lighbra recognized the mark emblazoned on Gerard's forehead and unlocked the true power of the Blade Dancer within him.

And so he claimed the legendary title of Blade Dancer.

At the same time, a resistance army crossed the oceans to Foo in droves. They came to crush the last stronghold of the Dark Lord.

The final battle of the Ancient War..."

Second Event: Call Down Sylphen

After you craft the dragon flute from the snake king blood, mystical bone, and mystical fang, it's time to ascend Volcano Valley of Nephrem Mountain again. Take the dragon flute up to the Remains (9). Activate it from your inventory to call forth the great dragon Sylphen, just as prescribed by Scotch in Domerune Port.



As soon as you play the dragon flute, the mighty dragon rises up to meet you head-on. The majestic serpent heeds your challenge to combat, as only the Blade Dancer should have the power to defeat him and take possession of the dance bracelet.

Boss Battle: Sylphen

HP: 3,000 **EXP:** 4,500
Element: Fire **PWR:** 210
ENR: 260 **DEX:** 105
AGL: 80 **INT:** 105
PSY: 100 **LGC:** 85
Lunabilities: Mystic Breath
Gold carried: 10,000
Items carried: Dance bracelet





The giant dragon spreads its wings across the mountaintop and prepares for battle, but don't waste a single moment taking in the impressive sight. You must start charging the Lunar Gauge, so immediately attack with the first two or three heroes. Felis's water-based Lunabilities are useful, although any of Lance or Gozen's nonelemental Lunabilities are worth using. Sylphen has a strong resistance to several status ailments—Poison, Paralysis, Silence, Charm, Confuse, Freeze, and Petrify—so don't waste Lunar Points on spells that inflict such ailments.

You should have enough HP to withstand some physical attacks, but when you see Sylphen start charging up its Mystic Breath Lunability, drop whatever plans you have—even if you are just about to coordinate a group Lunability—and launch an attack. You must stop Sylphen from unleashing this magical attack. It does tremendous damage, and you want to restore those points to the Lunar Gauge so you can use them yourself.

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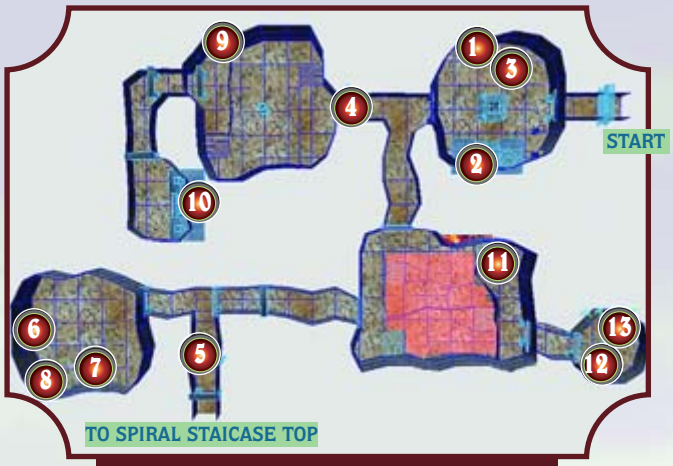
Forgotten Prison

Necropolis

At the summit of the infernal Nephrem Mountain sits the lonely Forgotten Prison, a place of immeasurable suffering. According to legend, the Dark Lord used the prison to perform experiments on his conquered foes, turning them into monsters he would then lead against their former people. But after the Dark Lord's fall, the terrors and great sadness were locked away for centuries and allowed to fester with rage and sorrow. When Lance and his friends arrive, it appears the Forgotten Prison is impenetrable, but perhaps one of them unknowingly has the key to unlock this mournful site.

Maps

Top Floor



Points of Interest

- 1 Save point
- 2 Three crests
- 3 Treasure chest: water necklace
- 4 Iron bars
- 5 Iron bars
- 6 Magic circle
- 7 Life point
- 8 Treasure chest: goddess kiss
- 9 Treasure chest: exorcist belt
- 10 Old device
- 11 Treasure chest: large potion
- 12 Magic circle
- 13 Gessai

Center Floor



Points of Interest

- 15 Treasure chest: illusion bangle
- 16 Ghost lady
- 17 Magic circle
- 18 Iron bars
- 19 Broken lantern
- 20 Treasure chest: two mid potions
- 21 Three crests
- 22 Treasure chest: steel heart ring
- 23 Magic circle
- 24 Iron bars
- 25 Old device
- 26 Treasure chest: poison anklet

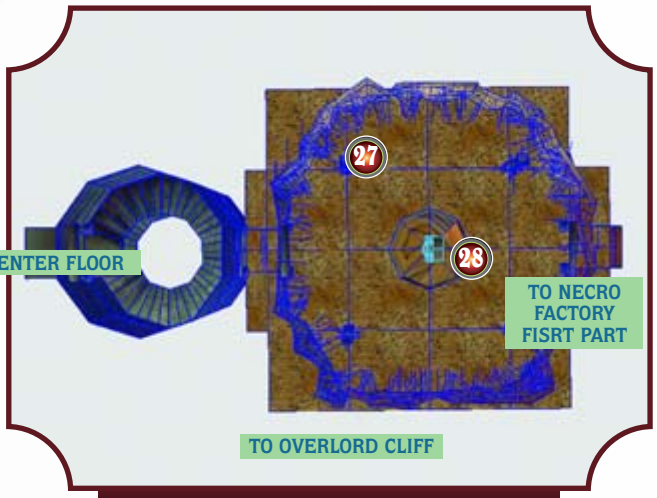
Spiral Staircase—Top



Point of Interest

- 14 Treasure chest: storm ring

Spiral Staircase—Middle

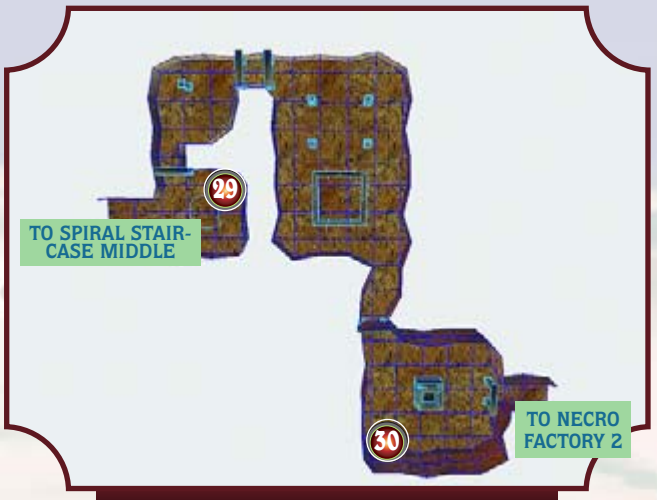


Points of Interest

- 27 Treasure chest: holy water book
- 28 Treasure chest: elixir

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Necro Factory 1



Points of Interest

29 Treasure chest: heal book
30 Treasure chest: earth bangle

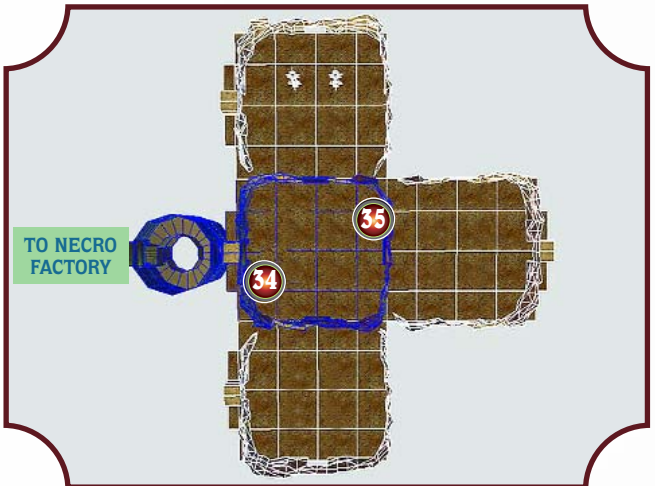
Necro Factory 2



Points of Interest

34 Magic circle
32 Magic circle
33 Life point

Spiral Staircase—Bottom



Points of Interest

34 Treasure chest: toxic earring
35 Treasure chest: revive book

First Event

After fighting to the mountain's summit, slashing through dragons and demons, Lance and his crew arrive at a locked gate that has been unopened for centuries.





Tess inspects the inscription on the rock beside the sealed gate. It says the doors will only open in the presence of the Blade Dancer. Lance is hesitant to prescribe too much faith to a thousand-year-old legend, but he reaches forward anyway and places his hand on the gate. Magically, the gate rises. All signs point to Lance's true nature, but he shrugs it off as he leads the team inside the mountain to find the Blade Dancer's mythical sword.

Top Floor



Inside the first chamber of the top floor, use the save point. Tough monsters roam the caves—especially the Necro giants—and you don't want to start all the way back at Rem Village if tragedy befalls the team.

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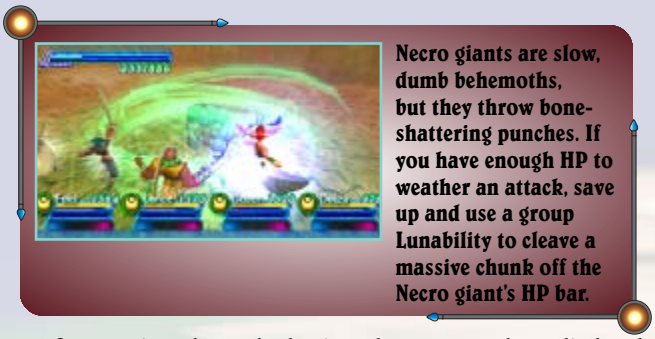


Note the red, blue, and yellow crests (2) on the pedestal opposite the save point. There is a machine somewhere on this prison floor that reveals the three crests' purpose. If you stand on the crests right now, you activate them, creating a light show. But it's best to move on, delving deeper into the caves.

The cavern is closed off by iron bars (4); turn left just outside the room with the three crests and head for a chamber with a sizeable lava pool. There is no way to cross the lava pool just yet, so head through the open cavern toward 6.



A magic circle (6) is on the ground in this small side chamber. You must step into the circle, but the multitude of monsters swarming the room makes it difficult. Try to clear out the monsters in their smaller groups; if you ignore them, they combine to form brutes like Necro giants—or worse, Necro executioners. When you step into the circle, you hear gears grinding elsewhere in the caves. The iron bars at 4 just unlocked. Press through the tunnel to the iron bars and pass through them.



Necro giants are slow, dumb behemoths, but they throw bone-shattering punches. If you have enough HP to weather an attack, save up and use a group Lunability to cleave a massive chunk off the Necro giant's HP bar.

After passing through the iron bars, enter the split-level room. More monsters roam the chamber, and it's very easy to get caught by a group on a staircase. Again, beware of monsters getting too close to each other, because they like to combine—it makes them harder to destroy.



Drop down the stairs into the room's center. Walk to the left to find the other set of stairs, which are somewhat hidden by the brown rocks. At the top of the stairs, head to the landing's opposite side and open the treasure chest (9). The exorcist belt is a good piece of armor. Before equipping it, check each party member's status and see if it helps anybody out. After fishing the belt from the chest, continue around the corner into the dead-end chamber.



Caution

Combined monsters love to get you on the stairs, because they are usually positioned in sharp corners that slow you down enough for them to catch up.

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Activate the old device (10). The machine rattles to life, illuminating the three colored lights on its front panel in a specific order: blue, yellow, red. This is the order you must step on the three crests at 2 in order to unlock another room on this floor.

Caution



Beware of monsters in dead-end chambers like the one housing the old device. Crafty beasts, like the jail spiders, try to get between you and the door, forcing you into a combat situation. Although these fights gain you experience, which is required for advancement, it's best to engage enemies on your terms, not theirs.



Return to the first chamber on the top floor and step on the platform with the three crests. Stand on each crest in the order designated by the old device. After you enter the sequence correctly, the lava drains out of the pool, revealing a new path to the south.



Make for the once-lava-filled chamber. Drop to the room's bottom level and run to the stairs on the opposite side; be mindful of monsters every step of the way. Night helms and grave diggers wander these halls. If there are two or more groups of monsters in the room, expect them to attempt a combination. Ruin their plans by dispatching at least one monster group to prevent the formation of a Necro giant.



Step on the magic circle (12) in the middle of the small circular room. This opens the iron bars blocking the exit to this floor at 5. Head for the exit to access the next area, spiral staircase—top. As a precaution, return to the save point at 1.

Note

Gessai (13) is in the chamber with the magic circle (12). If you are actively pursuing side quests, he has one of the most rewarding missions in the game: "Inheritance." The prize for completing this battle-heavy assignment is an incredible new Lunability for Felis, which should definitely tempt you.

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Spiral Staircase—Top



Follow the spiral staircase to the bottom and walk into the room to the south.





Lance and his friends examine the strange room at the bottom of the stairs. There are several tanks lining the walls of the chamber, each filled with a hideous undead monster. This must be where the Necro warriors were housed. Lance stops at a special tank, which contains armor that looks identical to his own. Why would the Blade Dancer's armor be down here?



The treasure chest at 14 contains a storm ring, a valuable accessory that one of the girls should try on.

Center Floor

After emptying the chest in the spiral staircase, head to the next cavern: center floor. This floor contains a system of crests and magic circles much like the top floor. When you first enter the floor, grab the illusion bangle from the treasure chest (15), then head up the stairs to the west.



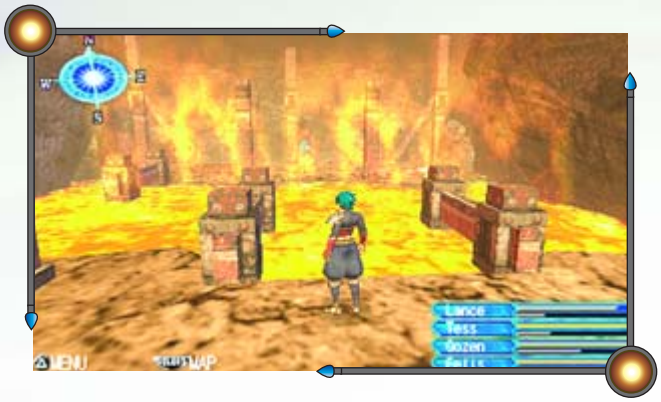
There is a ghost lady (16) in the hallway to the north. She is a restless spirit looking for the peace that is supposed to come with death, but she has been denied for centuries. Talk to her to get the "Condolence" side mission, which you fulfill on this floor. The woman needs her wedding ring, which a monster holds at the broken lantern 19. Take the dead lantern from the ghost woman, use it to activate the monster at (19), and return with the ring for a tidy reward: a wind anklet.



Caution



You can sometimes slip by small monster groups in the Forgotten Prison's narrow halls, but the hefty megaskulls of combined monsters are impossible to squeeze by without engagement.



Another lava pool separates you from the magic circle (17) required for escaping this floor. You must access the old device (25) on this floor in order to drain the lava, but a set of iron bars (18) currently blocks the route.



Head north from the iron bars and follow the tunnel as it twists to the east. There is a small chamber with a monster pack between you and the treasure chest at 20. The room is small enough to avoid confrontation. However, if a monster followed you into this small chamber, it will probably combine with whatever beast was already in here. Before heading farther east, attack the resident monsters to prevent any combinations. Pick up the two mid potions from the treasure chest (20)—you'll definitely need them at some point in the Forgotten Prison.

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NOTE

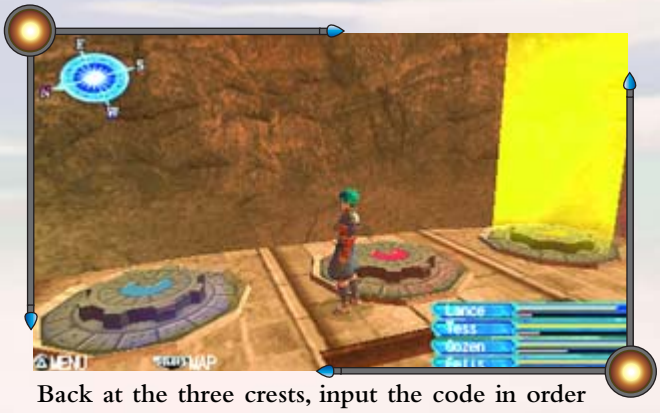
If you are pursuing the "Condolences" side mission, use the dead lantern on the broken lantern (5) to awaken the saddened soul. You must fight it to get the ring. Putting the saddened soul to death is an act of mercy in this wretched corner of Foo.



The set of three crests on this floor are at (21). The old device ((25)) reveals the sequence for these crests. To unlock the iron bars that reveal the code, step into the western chamber and activate the magic circle ((23)). The iron bars rise, and you can now head to the old device.



Pass under the iron bars and follow the tunnels as they wind south. There is another set of iron bars at (24) that sever the route to the next floor. (Release those iron bars by accessing the magic circle at (17).) Activate the old device to get the proper sequence for the three crests: yellow, blue, red.



Back at the three crests, input the code in order to drain the lava from the pool in front of the last magic circle ((17)). As you traverse the now-empty chamber, beware of monsters roaming the tight hallways. There are some vicious monsters roaming the halls, such as the Necroberg berserkers or ghoul bats—should you engage them, expect a tough battle. There is a major boss battle coming up on the next floor, so if you are close to raising any of your heroes up a level, definitely seek out trouble. Just make sure you have adequate means of healing in case the fights don't go your way. And remember the save point two floors up.



Cross the empty lava pool to access the magic circle. This circle breaks the seal on the iron bars at (24), so you can now leave the floor. There may be one or two monsters in this room; as long as they remain divided by the vacant lava pool, there is little risk of combination. When the iron bars are open, head out of the floor to the next area: spiral staircase—middle.

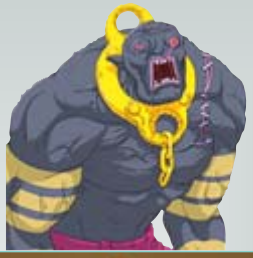
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Spiral Staircase—Middle



Before heading to the bottom of the stairs, make sure all of your heroes are at full health and no weapons are close to breaking. A large monster, Valen, waits for you at the base of these spiral stairs. The colossus has fists as large as cows, and unless you have good armor and plentiful means of healing (potions or Lunabilities), he will batter your party to death.

Boss Battle: Valen





HP: 4,000
EXP: 8,000
Element: —
PWR: 335
ENR: 360
DEX: 130
AGL: 92
INT: 140
PSY: 160
LGC: 120
Lunabilities: —
Gold carried: 15,000
Items carried: earth bangle



Valen, the Necroberg king, is a ferocious monster charged with protecting the Dancing Blade—and he will give his life to do so. The towering troublemaker has no resistance to anything, so hit him with everything you have. Immediately get in some quick attacks to start building your Lunar Gauge. As soon as a hero with strong attack Lunability is ready to go, use it. Never let a Lunar Clock sit unused for too long, unless you are trying to set off a group Lunability.

By this point, your heroes should be over Level 60. Use powerful Lunabilities, such as Lance's Razor Spin, to do solid damage. Keep priming the Lunar Gauge with attacks from "weaker" party members like Felis and Tess, so Lance and Gozen have a constant supply of Lunar Points to draw from until Valen comes crashing down.



As soon as Valen is out of commission, scoop up the contents of the two treasure chests in the chamber—a holy water book and an elixir. Head for the exit on the opposite side of Valen's tank to access the next floor: Necro Factory 1.

Necro Factory 1

The first part of the Necro Factory contains some good treasure —a heal book (29) and an earth bangle (30)—but every chest is guarded by monsters that aggressively combine to form the Necro giant or Necro executioner.



The combined monsters move quickly and attempt to trip you up in the larger chambers with pillars or other obstacles. If you catch on a pillar while fleeing from a Necro giant, the beast will capitalize on your slightest hesitation and lunge. If a Necro giant corners you, ram into it—this is better than letting it chase you until it finds a third monster to join with to become an executioner. Use fast attacks to pump up the Lunar Gauge, and finish off the decaying denizens with group Lunabilities. Head into the next area: Necro Factory 2.





Necro Factory 2

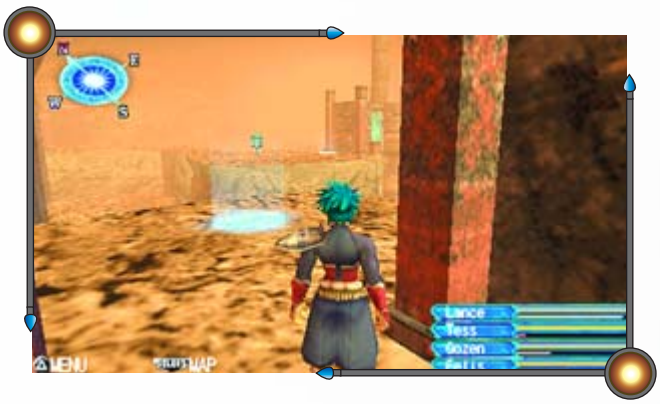
There is no treasure to seek out on this floor, just a system of magic circles that you must touch in a specific order to clear the path to the Forgotten Prison's bottom, and final, floor.

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Go north when you enter the factory's second half, watching for monsters lingering in the narrow halls. Take a right at the hall's end, then look across the massive open chamber. There are many monsters (such as elemental seekers and grave diggers) scurrying around the room, but the area is so disjointed, few have a chance to combine—that is, until you start rearranging the place with the magic circles.

First, walk out into the room's center and step on the magic circle at (31). This raises a rock to fill a hole in the floor between areas (32) and (33). You need this bridge in place to make your escape. Retreat back into the tight hall and go south, past the doorway that led into this floor.



At the hall's south end, turn east and walk back out into the central chamber. Step on the next magic circle ((32)), which lowers the platform you used to access the first magic circle. There is now a complete path across the room's lower level, leading to a set of stairs near the life point ((33)).





Duck back into the hallway and go north; follow it all the way to the east. The hall curves around and deposits you back into the central chamber, directly in front of a staircase that leads to the room's ground level.



Head across the room's center, thrashing any monsters that get in your way before they can combine into Necro giants. Head up the staircase in the room's southwest corner and exit to the last area: spiral staircase—bottom.



Tip

The final area at the bottom of the Forgotten Prison is marked with a tough boss battle. Use the life point in Factory 2 before heading down the stairs.

Tip

Use the save point at the top of the Forgotten Prison to save your progress before going into the last boss battle of the area.

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Spiral Staircase—Bottom

At the base of the stairs, Lance and his friends meet up with Ravana again. The chattering skeleton taunts them before playing its trump card: the true identity of Tess.



According to Ravana, Tess is really the Dark Queen, Deliza. She is the source of the Dark Lord's true power, responsible for thousands of deaths. Tess reels from this revelation. The memories flood back to her, incapacitating her for the upcoming fight against some very familiar faces: yours.

Boss Battle: Shadow Warriors



Shadow Lance
HP: 1,000
EXP: 3,000
Element: Fire
PWR: 300
ENR: 320
DEX: 135
AGL: 100
INT: 60
PSY: 100
LGC: 95
Lunabilities: Heat Blade, Solar Edge, Thermal Blast, Battlecry II
Gold carried: 2,500
Items carried: Sunlight Sword

Shadow Gozen
HP: 1,100 **EXP:** 3,000
Element: Earth **PWR:** 310
ENR: 300 **DEX:** 130
AGL: 92 **INT:** 140
PSY: 160 **LGC:** 120
Lunabilities: Final Combo, Mighty Combo, Death Cannon, Barricade II
Gold carried: —
Items carried: —

Shadow Felis
HP: 1,300 **EXP:** 3,000
Element: Water **PWR:** 280
ENR: 296 **DEX:** 129
AGL: 95 **INT:** 120
PSY: 110 **LGC:** 100
Lunabilities: Aqua II, Aquabraxis II, Luna Mirror II, Empathy I
Gold carried: —
Items carried: —

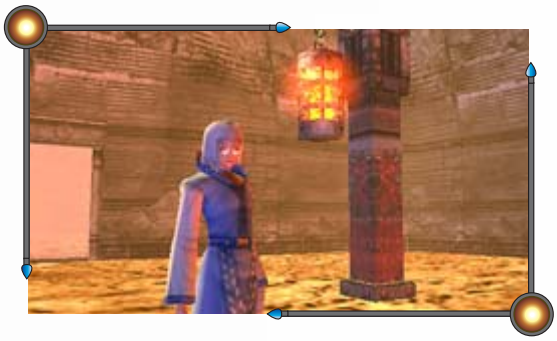




Ravana pits you against three shadow forms, each powered up with the same Lunabilities you would likely use against comparable enemies. The key to this fight is using elements. For example, Felis's water-based attacks are particularly strong against Shadow Lance. Group Lunabilities are also of enormous help in this battle, as they allow you to do devastating damage to multiple enemies. The more leveled-up your heroes are, the more damage their moves unleash. If the fight proves difficult, fall back into the Forgotten Prison and hunt down Necro giants before making another attempt on the shades.

Ganging up on one shadow foe at a time is another sound strategy; it doesn't matter if your enemy has a full HP bar or just a sliver—their attacks do the same damage. Taking them out of rotation one by one lowers the probability that you'll have to fight for access to the Lunar Gauge, and it effectively "speeds up" your Lunar Clocks, allowing for more moves.

Following success against the shadow warriors, Ravana tries to control Deliza by speaking her true name. However, since it is not Zeimos, the enchantment has zero effect. Deliza is of her own mind and has made a tough decision—she must go to Vemos Island and help defeat the Dark Lord and Dread Knight to repent for her past transgressions. As part of her "awakening," Deliza learns the ultrapowerful Lunability Last Wind. Ravana vanishes back into the ether, leaving behind the Dancing Blade, the very sword the Blade Dancer will use to slay the Dark Lord and restore peace. Before leaving, pick up the treasure (34 and 35) that was blocked by the shadow warriors.



When the party attempts to exit the dungeon, Costner appears. It seems that all the chess pieces are in place, but some of the pawns are making unexpected moves. The Dark Lord vows to see this through and starts plotting how he will repel the Blade Dancer, and his former queen, at the island.

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Vemos Island/Dark Citadel

Prophecy Fulfilled?

Off of Foo's coast is Vemos Island, a dreadful place that has been unexplored for centuries. Even the bravest adventurers dare not sail to its shores for fear that the rumors of horrifying monsters are all too real. Poking the perennial night sky above Vemos Island is the Dark Citadel, a wicked vortex of twisted evil. It is here that the Dark Lord sets his plans into motion, luring the Blade Dancer into his clutches. The original Blade Dancer walked into the Dark Citadel, never to be seen again. Will history repeat itself, or will the cosmic circle of events be broken and peace restored to Foo forever more?

Maps

Dark Stairs



Point of Interest

1. Moonstone shard

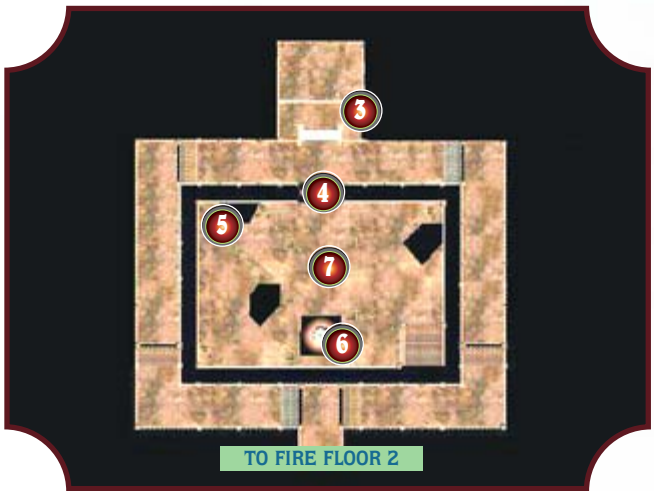
Dark Citadel Entrance



Point of Interest

2. Gate

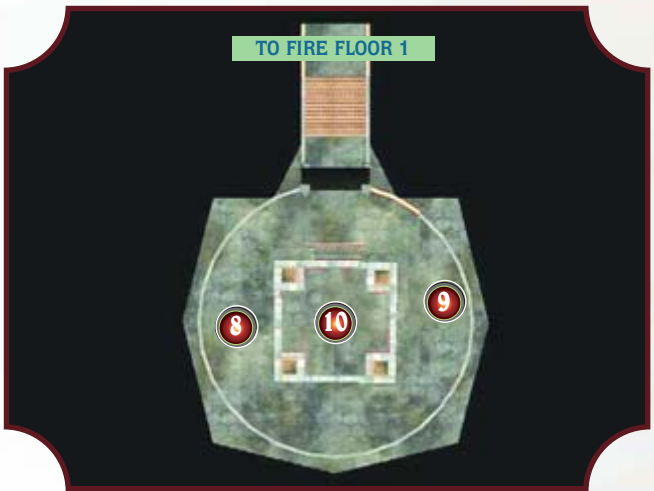
Fire Floor 1



Points of Interest

3. Treasure chest: two large potions
4. Iron bars
5. Treasure chest: storm medal
6. Treasure chest: dark evidence
7. Pyro guard

Fire Floor 2



Points of Interest

8. Save point
9. Moonstone shard
10. Magic circle (warp to Earth Floor 1)

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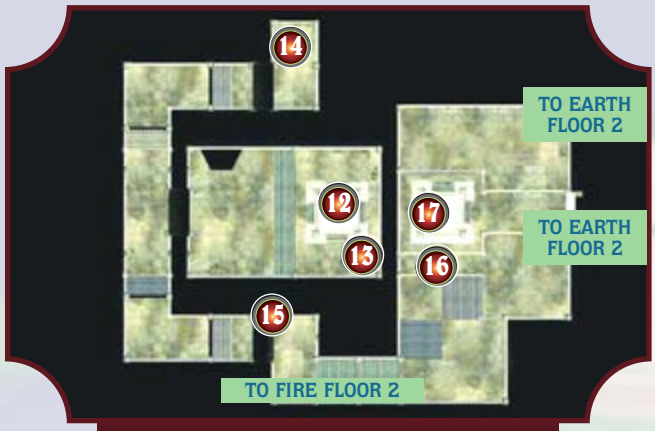
Underground



Points of Interest

11 Treasure chest: Behemoth Sword

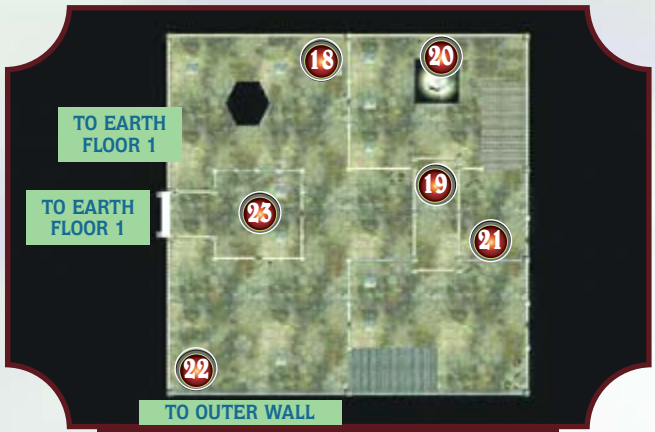
Earth Floor 1



Points of Interest

12 Magic circle (warp to Fire Floor 2)
13 Treasure chest: protect ring
14 Treasure chest: earth key
15 Iron bars
16 Treasure chest: revive tome
17 Magic circle (warp to Wind Floor 1)

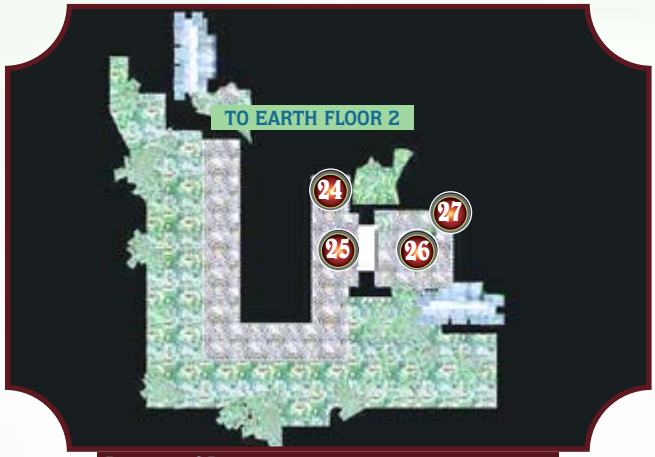
Earth Floor 2



Points of Interest

18 Treasure chest: sacred earring
19 Treasure chest: heal book
20 Treasure chest: gate key
21 Terra guard
22 Treasure chest: frost ankle
23 Magic circle (warp to Outer Wall 1)

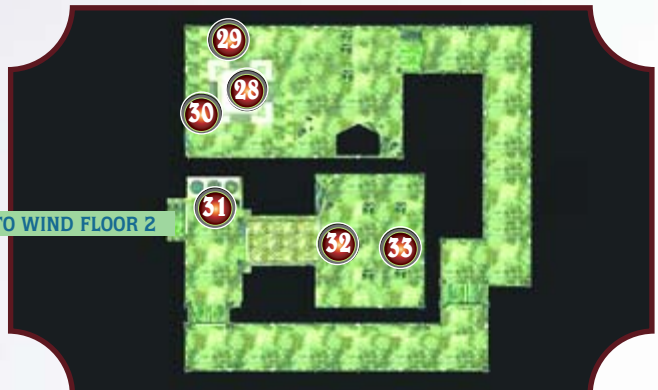
Outer Wall 1



Points of Interest

24 Treasure chest: skill book
25 Outer Gate
26 Magic circle (warp to Earth Floor 2)
27 Treasure chest: Asura katar

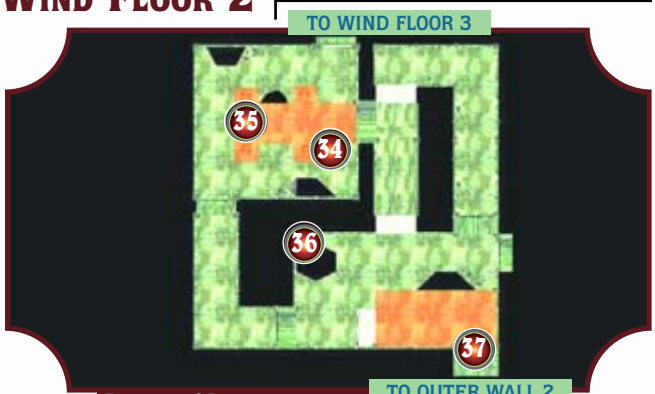
Wind Floor 1



Points of Interest

28 Magic circle (warp to Earth Floor 1)
29 Save point
30 Treasure chest: psyche book
31 Three crests
32 Zephyr guard
33 Treasure chest: wind key

Wind Floor 2

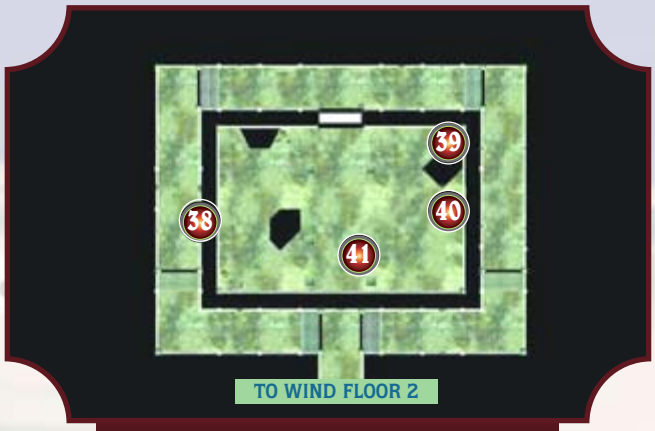


Points of Interest

34 Treasure chest: wisdom staff
35 Treasure chest: goddess kiss
36 Treasure chest: wisdom book
37 Darkwind Gate

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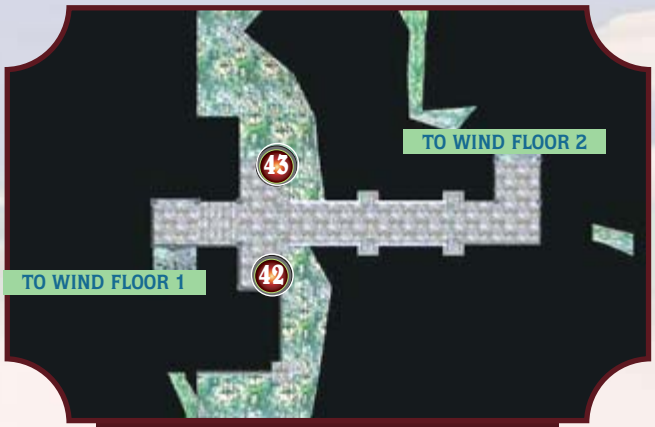
Wind Floor 3



Points of Interest

- 38 Treasure chest: logic book
- 39 Treasure chest: cure girdle
- 40 Life point
- 41 Old device

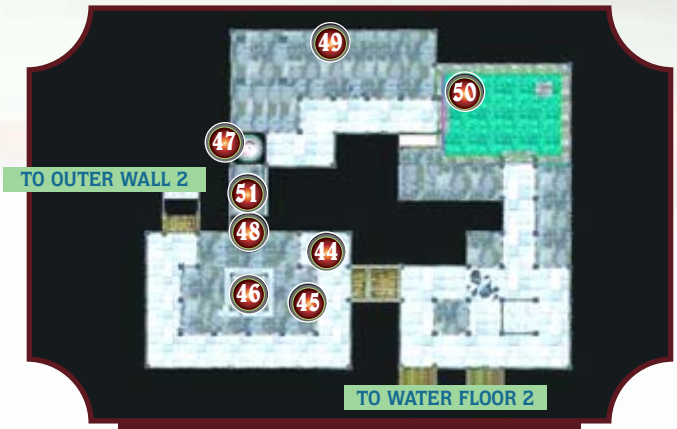
Outer Wall 2



Points of Interest

- 42 Treasure chest: black blade
- 43 Treasure chest: holy water book

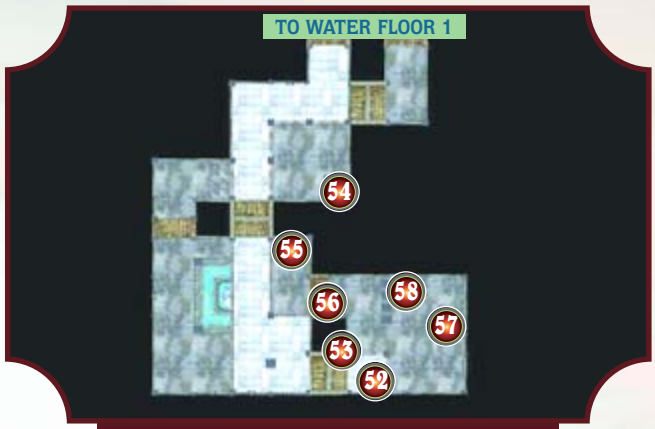
Water Floor 1



Points of Interest

- 44 Life point
- 45 Save point
- 46 Magic circle (warp to Roof)
- 47 Aqua guard
- 48 Darkwater Gate
- 49 Treasure chest: energy book
- 50 Treasure chest: logic book
- 51 Treasure chest: water key

Water Floor 2



Points of Interest

- 52 Treasure chest: seal key
- 53 Treasure chest: revive tome
- 54 Treasure chest: psyche book
- 55 Treasure chest: holy water
- 56 Seal Gate
- 57 Treasure chest: demon evidence
- 58 Treasure chest: two elixirs

Roof



Points of Interest

- 59 Dread Knight/Dark Lord

First Event: Decipher Dark Citadel

The Dark Citadel looms over Vemos Island. After stepping off the boat, you must brave the grim path leading to the Citadel's front gates (2). The island is crawling with nasties such as lunar pythons and grave grips—tough monsters who serve a good purpose. They help you gauge whether or not you are ready for the final challenge.

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Before heading for the Dark Citadel, assess the situation. First, you need an assembled Elemental Sword, as it's the only tool that can unlock the gates that block entry to the Dark Citadel. You must also be at least Level 50 to wield an Elemental Sword; even if you are hovering at that minimum requirement, the road ahead will be difficult. The monsters inside the Dark Citadel—even the ones on the path leading up to it—are merciless.



If you struggle against the monsters outside the Dark Citadel—such as Necro heads and berserker bones—and regularly see large chunks of HP evaporate over the course of a battle (or even lose party members in the middle of combat), you are not ready for the Dark Citadel. You should be between Level 60 and 65 before trekking inside. Before even seeing the Dark Lord, you will gain levels within the Dark Citadel, thanks to a guaranteed series of four boss battles. To fall back to Foo and regroup, back out of the entrance area and return to the mainland.



The moonstone shard at ① tells the second-to-last verse of the poem of the Dark Lord's first reign. You can read the verse, then sail to Jade to relay the story to Byron. The moonstone shard reveals:

"The rebel army had driven the Dark Lord from the mainland, across the oceans to the island of Foo.

Although the rebel army attacked with all its might, the stronghold held tight.

Despite their best efforts, the rebel forces suffered debilitating losses and grew weaker.

The hero Gerard, now imbued with the power of the Blade Dancer, set out to change the tide of the war.

He decided to use a most secret and deadly skill that allowed him to kill 100 men at a blow. In one day, he killed over 10,000 enemies.

This sudden victory encouraged the rebels. Although they had been losing ground, the Blade Dancer's tactic had given them the advantage.

The Blade Dancer saw his chance to end the war and seized the opportunity.

He snuck into the Dark Lord's palace to confront the Dark Lord himself.

But that was the last anyone ever saw of the Blade Dancer. He went in alone, and never came out.

Ah, our hero Gerard. What happened to you?

The hero disappeared and many months passed....

And one day a mysterious knight clad in dark armor came forth from the Dark Lord's palace.

This new warrior's skills were unparalleled. He felled 100 rebels with every swing and killed 10,000 in a single day. He decimated the rebel forces.

Without the help of the Blade Dancer, the rebels had no way to contend with the new foe. They lost battle after battle and retreated to their base.

Ah, our Blade Dancer's soul, where did it go?"

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Once committed to the Dark Citadel, walk up the steps of its entrance and into the bottom level, Fire Floor 1.

Fire Floors

Each floor within the Dark Citadel is named after one of the four elements: earth, water, wind, and fire. The monsters on each floor are not necessarily aligned with the floor's element, but the boss that guards the escape from the floor is. For example, you must extinguish the pyro guard (7) before leaving the Fire Floors.





When you step into Fire Floor 1, you'll see a locked gate in front of you. You cannot force it open and must find a way around. Pick up the two large potions in the chest (3) before angling down one of the halls that branch off to each side of the locked gates. You can take either branch; it's a round room.



The monsters in this hall are plentiful and prone to combining into bigger beasts, such as the Necro head. Unless you are low on HP, don't run from a fight. Each battle is worth valuable experience that will help you gain a few levels while fighting your way to the Dark Lord.

Tip



When fighting monsters, use Lunabilities. You sacrifice the bonus experience by draining the Lunar Gauge, but survival is more important than a few extra experience points.



After fighting through to Fire Floor 2, you'll see a magic circle (10) and a save point (8) in the room's center. The final moonstone shard (9) is also nearby, which unfurls the final verse of the epic poem:

"There appeared a dark armored knight under the influence of the Dark Lord. Following his lead, the Dark Lord's troops regained their power and determination.

And so the rebels were pushed back, forced to hole up in their fortress at Jade.

The outnumbered rebels were now without the leadership of the Blade Dancer. They were surrounded by the black knight and his men.

They abandoned hope and prepared for death. And then, from the heavens came a miracle!

The palace of the Dark Lord was enveloped in a blast of light. It ascended into the heavens and disappeared as the light faded.

When the rebel army came forth from their base, they saw the Dark Lord's army destroyed and scattered across the land.

This was the end of the Dark Lord's army.

This was the end of the Ancient War.

The Zeimos people were all but obliterated and were left without a suitable leader.

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The brilliant tactician mourned the loss of her friend, the Blade Dancer. She and her family settled on the island and made it their home.

She would become the first Queen of Foo and lead the land into a new age of light and wisdom.

Thus, the era of the Dark Lord and the Blade Dancer passed...and the deeds of those warriors passed into myth."

You cannot reach the magic circle yet, and there are no other exits in the room. To leave Fire Floor 2, you must either go out the way you came in or drop into the Underground below this room. Walk forward toward the circle and let yourself tumble through the hole in the floor to the floor below. This floor stretches below Fire Floor 1 and Fire Floor 2. You don't suffer any damage from the fall, but you are dropped into a circular room full of monsters, such as berserker bones.



Battle back the monsters as you move north, out of the Underground chamber. If you engage in combat, use the formula of striking first and fast to build up the Lunar Gauge, then use Lunabilities to finish off your foes.



Pick up the Behemoth Sword (11). If you have a better weapon, the Behemoth Sword at least makes a good backup blade for Lance in the event of breakage.





To leave the Underground chamber, walk over the pedestal in the floor's northern part and climb the stairs on the other side. This leads back up into Fire Floor 1, inside the gated-off section you couldn't infiltrate before. Inside this inner chamber is the pyro guard (7), the first boss of the Dark Citadel. It's guarding a treasure chest sealed up by magic. You must defeat the pyro guard to break the seal.



Before confronting the boss, pick up the storm medal (5) in the corner and equip it to Deliza, because it is aligned with the wind element. Heal the party if necessary, then initiate contact with the pyro guard to start the battle.

Boss Battle: Pyro Guard



HP: 3,800
EXP: 7,000
Element: Fire
PWR: 315
ENR: 360
DEX: 187
AGL: 142
INT: 170
PSY: 130
LGC: 130
Lunabilities: Pyro II, Pyrobraxis II, Parlizem, Restore I, Battlecry II
Gold carried: 1,650
Items carried: Fire soul

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The pyro guard is aligned with the fire element, so Felis is your best weapon in this battle. Keeping her conscious and in the fight is the top priority so she can unleash her water-based Lunabilities on the pyro guard. Physical strikes from Lance and Gozen do considerable damage, especially because they are the highest-level characters in the party, so keep them hammering on the pyro guard to fill up the Lunar Gauge. If you can withstand an attack from the pyro guard, allow three Lunar Clocks to synch up so you can use Felis's group Lunabilities. If you earned Maelstrom, the pyro guard has no chance to recover.




After dousing the pyro guard, open the chest behind it and take the dark evidence (6). This allows the party to float over fog; the magical item only needs to be in your inventory for it to work. With this item, you can now access the magic circle (10) and head for the Earth Floors.

Earth Floors

The dusty, arid Earth Floors introduce new monsters to the mix, such as geo cores, bloodspawn, and elemental cores. These monsters are tougher than the beasts downstairs; use them as a gauge of readiness. If you struggle against these roaming monsters, it's a signal that you might face considerable trouble at the top of the Dark Citadel. You can retreat to the Fire Floors and level up some more, or you could go back to Rem Village to buy healing items and have Smith refashion the Elemental Sword into the Zephyr Sword with the wind core (because the element at odds with earth is wind).




To start solving the puzzle of the Earth Floors, walk west from the magic circle (12) (after picking up the protect ring [13]) and veer right at the T-junction. There are several monsters in the hall, but you must reach the treasure chest (14) at the end to get the earth key.

The earth key unlocks the iron bars at area 15. Watch out for monsters patrolling the area around the gate. Sometimes two small sets will combine and trap you against the iron bars. Use the earth key on the bars, then head up the massive staircase beyond. At the top, drop down the two smaller staircases into the room's eastern half. The exit in the room's northeast corner leads to Earth Floor 2.





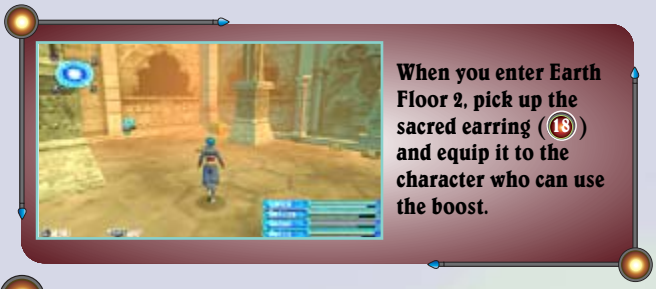


Tip

Don't miss the revive tome (16) tucked into the narrow space between the staircases and the northern column with the magic circle (17).

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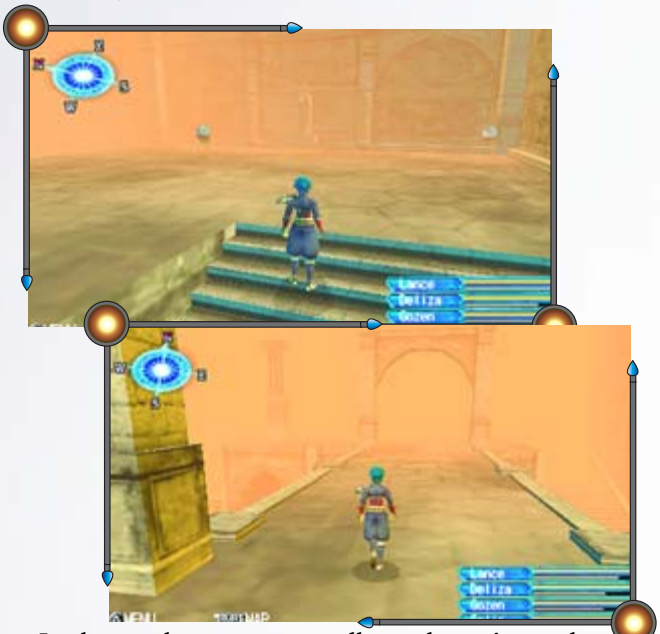
Earth Floor 2 is sectioned into small chambers by a series of walls and columns. You must reach the terra guard (21) to move to the Wind Floors.



When you enter Earth Floor 2, pick up the sacred earring (18) and equip it to the character who can use the boost.



Combination monsters like the bone guardian are aggressive. If you stand still for a moment, they zero in on your position and attack. After clearing out the area around 18, walk south. There is an exit along the room's southern wall that leads to Outer Wall 1, but don't go out there yet.



In the southeast corner, walk up the stairs to the upper platform. Head north and cross the narrow walkway to the room's other side, near 20. There is another treasure chest there with a magic seal swirling around it. You must eliminate the terra guard to break the seal.



Move past the magical chest and head down the stairs to confront the terra guard on the bottom level. You must initiate contact with the boss to start the battle.

Boss Battle: Terra Guard



HP: 4,000
EXP: 7,000
Element: Earth
PWR: 320
ENR: 340
DEX: 185
AGL: 143 **INT:** 210
PSY: 125 **LGC:** 135
Lunabilities: Terra II, Terrabraxis II, Petrazem, Restore I, Pacima II
Gold carried: 1,000
Items carried: Earth soul





Start the battle with the terra guard with regular, physical attacks to begin building up the Lunar Gauge. The terra guard has a collection of Lunabilities to use at its discretion, including Pacima II, which helps speed up its slow nature. The terra guard will also attempt Petrazem to paralyze one or more of your party. If you see the boss start to charge that Lunability, disrupt it before it can finish the casting.



Elementally, Deliza's Last Wind is the best group Lunability to use against the terra guard, but if Felis is stronger than Deliza, use one of her Lunabilities instead.

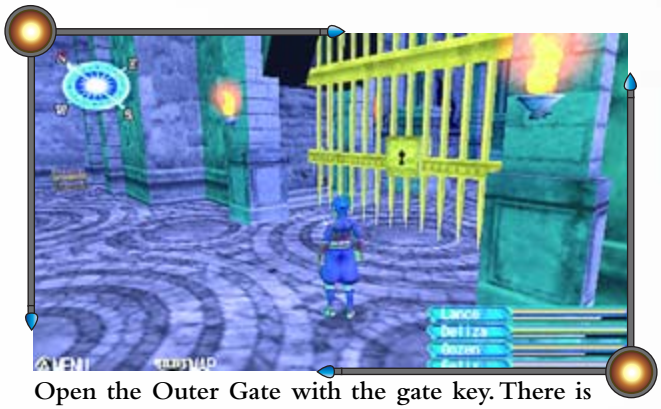
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After you finish the terra guard, the seal around the treasure chest falls. Return to the chest and take the gate key. Fall to Earth Floor 1 and take the southern exit to Outer Wall 1.



Outer Wall 1 hosts several monsters, including dark helms and demon hands. These monsters try to combine to form bone guardians, so either rush in and finish off the smaller units or wait for the bone guardians and beat them for the added experience points. Move east along Outer Wall 1 until you reach the Outer Gate (25).



Open the Outer Gate with the gate key. There is an Asura katar inside the gate at 27, which is a good extra weapon to have on hand for Gozen. After you claim the weapon, step through the magic circle (26) to warp to Earth Floor 2 at 23.



After stepping out of the magic circle (23), head into Earth Floor 1 via the western doorway and walk to the magic circle at 17 to move up to the Wind Floors.

Wind Floors

There are three separate Wind Floors, each full of monsters from other floors, including a few new ones such as the pyro elemental and the king rock. You warp into Wind Floor 1 at 28. There is a save point to the north (29), plus a treasure chest (30) containing a psyche book.



After saving and picking up the book, follow the hall as it goes east and turns south. Monsters patrol each segment of the hall. Engage them for experience points so you can keep gaining levels inside the Dark Citadel.

There is a raised bridge near the three crests (31). Look east to see the faint glow of the magic seal around the treasure chest (32). The Zephyr guard (33) is out there, too, waiting for you to solve the floor's puzzles and engage it in combat.

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Just like the Forgotten Prison, you must find the old device (41) to learn the proper sequence for the three crests. When you get the code from the old device, the three crests lower the bridge to the central platform holding the Zephyr guard. To find the old device, exit west to reach Wind Floor 2.



There are three treasure chests inside Wind Floor 2. The wisdom book is closest at 36. Use the halls to the north to reach the lone chest (35) on the raised platform and retrieve the goddess kiss.

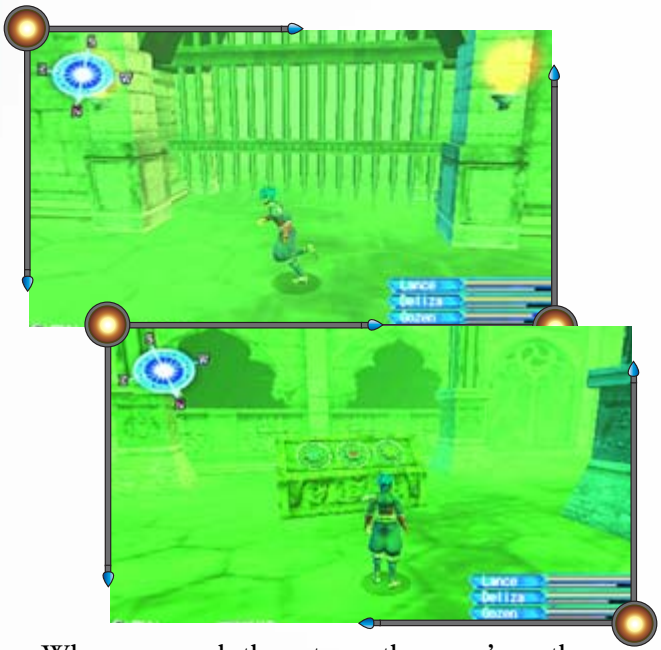


The wisdom staff, available at 34, is a great weapon upgrade for Felis. Equip it, then head through the exit to the north, on the other side of the raised platform where you found the goddess kiss. This doorway leads to Wind Floor 3.

Wind Floor 3 is composed of an outer hall that surrounds a central chamber. The old device 41 is inside the central chamber. To reach it, you must walk around the room from where you entered. The halls are crawling with monsters. The smaller monsters shouldn't be a problem, but when they start combining into massive creatures like the citadel carcass, look out.



When battling these monstrosities, rely on Lunabilities—especially group ones—after priming the Lunar Gauge to bring down the beasts. This far into the Dark Citadel, your stock of heal items is likely getting low, so use Lunabilities inside battles to also replenish HP.



When you reach the gate on the room's northern side, open it (no key required) and enter to access the old device. Activate the machine to get the correct sequence for the three crests: yellow, blue, red. Refill

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your HP at the life point (40) and collect all treasure in this room (especially the cure girdle (39)) before retreating to the three crests and inputting the sequence of colors.



Step on the crests in the correct order to lower the bridge and lay siege to the Zephyr guard.

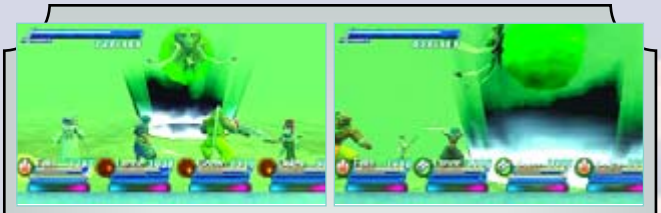


Cross the bridge to approach the Zephyr guard. The monster is weak against the earth element; if he is a little much for you at this point, return to Rem Village and reconfigure the Elemental Sword for its earth alignment, stock up on healing items (this lets you use all Lunar Points on magic), and return to the boss refreshed.

Boss Battle: Zephyr Guard



HP: 3,500
EXP: 7,000
Element: Wind
PWR: 305
ENR: 350
DEX: 190
AGL: 145
INT: 190
PSY: 115
LGC: 135
Lunabilities: Zephyr II, Zephyrbraxis II, Remzem, Restore I, Pacima II
Gold carried: 1,800
Items carried: Wind soul



The Zephyr Guard may have less HP than the other elemental guards, but he is also the most aggressive magic user of the quartet. When you fill the Lunar Gauge via your attacks, the Zephyr guard tries to use it to cast Remzem or Zephyrbraxis II. Keep one player ready with an attack in case the Zephyr guard attempts to use a Lunability. You must disrupt it as soon as possible.



Because you take a risk letting the Lunar Gauge fill up too much, you don't have the luxury of waiting for all four heroes to be ready for a group Lunability. If you can manage three for the Lunability, you're in good shape. After all, this boss does have lower HP. Keep hounding him by using the Lunar Points when they are available, and you strip away his ability to harm your party.



When you destroy the Zephyr guard, the magic seal on the treasure chest breaks. Pick up the wind key and take it to the Darkwind Gate (37) in Wind Floor 2. Open the gate and head outside to Outer Wall 2. There are no monsters in this side area, just a couple of treasure chests.





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Pick up the black blade at (42) for Lance. If it's better than your current weapon, equip it and head into the final set of floors: Water Floors.

Water Floors

The Water Floors are full of tough monsters guaranteed to tenderize your HP meter as you draw closer to the final battle at the top of the Dark Citadel. The Necroguardians are difficult, especially if they attack in pairs.

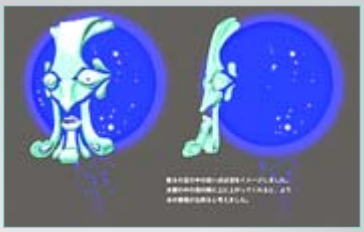


These hulks are imposing, but if you attack when each character's Lunar Clock strikes midnight, you can prevent them from getting in too many blows. As you battle monsters like this, traverse the catwalk overlooking the save point ((45)) and magic circle ((46)) in the room's center below.



The final elemental guard, the aqua guard, sits silently in the room's corner, waiting to be challenged. Make sure your weapons are sturdy and your HP high before moving in on the boss, as this battle is one of the hardest yet—the aqua guard has the most HP of all four elemental guards.

Boss Battle: Aqua Guard



HP: 4,500
EXP: 7,000
Element: Water
PWR: 300
ENR: 330
DEX: 183
AGL: 141
INT: 180
PSY: 120
LGC: 140
Lunabilities: Aqua II, Aquabraxis II, Toxizem, Restore I, Barricade II
Gold carried: 1,700
Items carried: Water soul





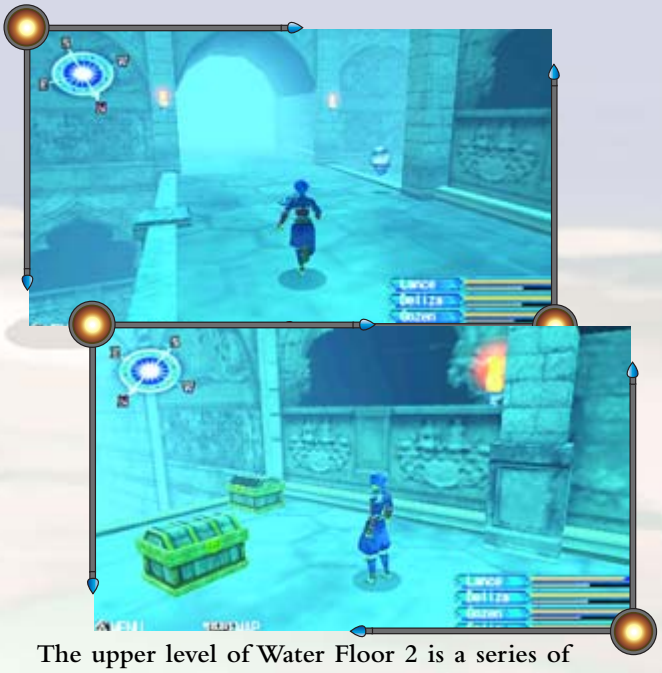
The aqua guard is well equipped with a healthy supply of HP and a set of powerful Lunabilities that it uses when the Lunar Gauge fills up. Begin the fight by executing some physical attacks to start earning Lunar Points. Use these points to raise your party's defenses or to slow the aqua guard. Watch the boss's HP meter. When it reaches halfway, you can afford to let the Lunar Gauge fill up to the point where you can use a group Lunability. However, if you spot the boss trying to cast its own Lunability, one of your party members must abandon the group Lunability effort and use his turn to attack the boss, thus disrupting its casting.

You cannot yet open the Darkwater Gate ((48)), so walk up the stairs to the upper section of Water Floor 1. Use the southern exit to access Water Floor 2.



Use the life point ((44)) before heading downstairs to confront the aqua guard boss. Avoid any lesser monsters en route to the aqua guard so you have full HP before entering the battle.

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The upper level of Water Floor 2 is a series of winding catwalks. Follow the path to (52) and (53) to pick up the seal key and the revive tome, respectively. The revive tome is a useful support item if one of your characters gets in trouble during a tough battle. With the seal key, return to Water Floor 1 the way you came and then head downstairs to the level where you fought the aqua guard.



Pass through the southern exit into Water Floor 2; you are now on the room's bottom level. There is a large fountain to the south, swarming with monsters. Duck alongside the fountain's northern edge to pick up holy water (55); then continue to the Seal Gate (56).



After passing through the Seal Gate, cross the room and pick up the demon evidence (57). This item, like the dark evidence, lets you walk across fog. Return the way you came and use the stairs in Water Floor 1 to scramble back to the top level.







Walk out across the fog in the northeast corner of Water Floor 1. There is a walkway on the fog's other side that leads to the treasure chest (51) that was released when you evaporated the aqua guard. Fish the water key out of the chest, which unlocks the Darkwater Gate below you at 48.

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Throw open the Darkwater Gate and enter the southeast corner of Water Floor 1. Use the save point (45) to record your progress. When you step through the magic circle in the chamber's center, you are transported to the Dark Citadel's roof, where the Dark Lord awaits. Before making the final journey, take stock of the situation:

- Did you have difficulty reaching this point? If so, level up a few more times.
- Are your weapons at 50 percent endurance? They must be able to withstand two lengthy boss battles.
- Do you have healing items you can use during the battles, such as two or more goddess kisses? You must save those Lunar Points for attack Lunabilities.
- The Dark Lord has a weakness to fire—Lance's element. Configure the Elemental Sword for fire if you lack a superior blade.

When you are satisfied with your preparedness, step through the circle in the chamber and declare war on the Dark Lord.



Because you left Water Floor 1, the life point at 44 is active again. Use it before heading through the magic circle and confronting the Dark Lord.

Second Event: Confront the Dark Lord



As you step out on the Dark Citadel's roof, the sky clouds over. The air is thick with a palpable evil. You have fought long and hard, shed much blood, and slain thousands of monsters to reach this point in time—to arrive at Lance's destiny. Foo's fate hangs in the following battle's balance. Do you have the will and the strength to bring the Dark Lord to his knees and prevent this vicious cycle from starting again a thousand years from now?



When you step onto the roof to meet the Dark Lord, the arresting outline of the Dread Knight stops you. The otherworldly warrior stands between you and the Dark Lord, ready to sacrifice his existence to prevent Lance from fulfilling his destiny. The Dread Knight raises his sword, ready for action. You must fight your way through this monster in order to sink your sword into the Dark Lord.

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Boss Battle: Dread Knight



HP: 5,000
EXP: 10,000
Element: —
PWR: 350
ENR: 390
DEX: 210
AGL: 154
INT: 160
PSY: 160
LGC: 146
Lunabilities: Dark Slash, Hell Thrust, Dark Strike
Gold carried: 8,000
Items carried: —





Because the Dread Knight is not of this world, he is impervious to any attacks or Lunabilities that deal status ailments. He cannot be Frozen or Paralyzed. He has no cohorts that can be Charmed into attacking. He's not even vulnerable to any of the elements. You must bring this brute down the hard way—with attack after attack, pausing only to heal your wounds, and hope he doesn't launch into a Lunability when none of your warriors are available to disrupt it. Begin the battle like any other, priming the Lunar Gauge with immediate attacks.







Hammer on the Dread Knight with quick attacks. If you utilize individual Lunabilities, use only those that do physical damage. Don't waste time with elemental-charged Lunabilities; the Dread Knight's armor resists any extra damage. Don't wait for everybody to be ready before casting because you cannot afford to launch the group Lunability with all four members. The Dread Knight's Lunar Clock refills quickly, and you need a free set of hands to act as a blocker in case the Dread Knight tries to cast his own Lunability. If you can get into a rhythm of using physical attacks to fill the meter, cast Group Lunabilities when two or three party members synch up to cause heavy damage, then save the abstaining character to disrupt the Dread Knight's magic; the brute will be on his knees in no time.



The Dread Knight falls for the last time. As a final gesture, the warrior passes a powerful Lunability to Lance: Pyrostorm. With this new attack, you can strike deep into the heart of the Dark Lord. After giving Lance the Lunability, the Dread Knight vanishes, freed of his bonds to the Dark Lord.



Only then does the Dark Lord step forward, still enjoying his time in Costner's skin. He prefers the magistrate's body over that of the Dread Knight—it's easier to command. The Dread Knight had a tendency to resist the Dark Lord's will—after all, Gerard was inside that grotesque armor. But now with the original Blade Dancer out of the way, the Dark Lord calls forth his queen, Deliza, and draws her to his side. She is powerless to resist. And with her under the Dark Lord's sway, Lance loses one of his compatriots for the final battle.

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Boss Battle: Dark Lord

HP: 8,000
EXP: —
Element: —
PWR: 380
ENR: 420
DEX: 225
AGL: 170
INT: 260
PSY: 200
LGC: 200
Lunabilities: Dark Fall, Remzem, Zephyrbraxis II, Restore II
Gold carried: —
Items carried: —





Like the Dread Knight, the Dark Lord can resist all status ailments. However, he does bear a weakness to fire, which plays into Lance's hands—especially now that he knows the new Pyrostorm Lunability. Use this attack as many times as possible; get the action moving with immediate attacks as soon as the battle starts.





The Dark Lord never misses with his attacks, so expect to take heavy damage over the course of the battle. You must have healing items in your inventory because you can not afford to spend Lunar Points on healing spells. After you fill the Lunar Gauge halfway, start using Lunabilities regularly to chip away at the Dark Lord's significant HP reserve.





Watch for the Dark Lord to cast Lunabilities—especially Restore II, which can undo much of the damage you've done up to that point. Stagger your attacks so you can counter his casting with a disrupting blow. If you have more than one character ready when the Dark Lord starts casting, leave Lance active so he can attack with his own powerful swipes and slashes.





Use your new Pyrostorm Lunability after the Dark Lord attacks—that way you don't have to worry about him disrupting it with his 100 percent hit rate. If you have enough HP, use all three party members when casting Pyrostorm. The Lunability does massive damage if all three are involved, and if your party members are over Level 70, the Dark Lord will have difficulty recovering.



Keep countering his Restore spell and land multiple Pyrostrom attacks and the Dark Lord is forced to abandon the battle. His raven wings spread wide and then explode in a blinding flash of purple energy.

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Side Missions

Helping Hand

A hero's work is never done. In addition to saving the world from the Dark Lord's wickedness, the people of Foo are always asking for your help with their personal problems. Some are issues of commerce, others are as silly as polling a town to see which girl is the most popular. But others require real commitment—and a sharp sword—to see through. Some of the monsters you must slay to satisfy the side missions are as tough as, if not tougher than, many of the bosses you confront in the main adventure.

Not that your efforts aren't rewarded. Most of the missions pay off in gold, but others offer rare and elusive items. The harder the side mission, the greater the reward. Every mission extends your Lunar Gauge by 10 points, with a select few adding more than that. For that benefit alone, it's worth seeking out and accepting as many side missions as possible. The bigger your Luna Gauge, the more potent magic you can use during harrowing battles.

NOTE

If you complete every side mission, your Lunar Gauge equals 999—the maximum.

NOTE

Side missions that require you to slay monsters are also a good way to gain levels. Many of these monsters offer EXP in the thousands, and that's enough to boost one or more of your characters by a level.

Each entry in this complete list of side missions details who you must speak with to accept the mission, where you'll find the person, and what reward they are offering. The list is organized by general location, such as Jade and Domerune Port. Sometimes it's easiest to pick up a few side missions at a time, then work on them while you are out performing requirements for the main adventure. After you accept a side mission, there is no penalty for not fulfilling it, but there's something about an unfinished entry in your logbook that sets a hero into action....

Jade

Crafting 1

Client: Zaji
Location: Marketplace
Reward: Hunter Sword



Zaji the blacksmith stands outside the weapons dealer in the Jade marketplace. He's practicing his crafting skills and needs an iron blade to create a Hunter Sword. You can get an iron blade off a bandit knight in Lumines Field. Bring back the ingredient, and Zaji gives you the Hunter Sword as a reward.

Crafting 2

Client: Zaji
Location: Marketplace
Reward: Poison Sword

Blacksmith Zaji has the know-how to craft a Poison Sword, but he lacks the necessary materials. Bring him beast blood from a slain monster in Sepna Forest and poison (which you can buy at the item merchant), and he creates a Poison Sword for you.

Crafting 3

Client: Zaji
Location: Marketplace
Reward: Flame Saber; 20 Lunar Points

Zaji the blacksmith's last request is for a steel blade and a moonbone hilt, two of the necessary ingredients to create a Flame Saber for Lance. Bring Zaji the ingredients—either from a shop or from fallen monsters—and he gives you the new elementally charged sword.

Adventurer's Proof 1

Client: Godun
Location: Inside weapons dealer
Reward: Heal bible



The great adventurer Godun desires proof that the evil bone warrior who stalks New Moon, the Lunar Tower's bottom floor, can be defeated. Bring Godun the eternal bone from the slain evil bone warrior to earn a useful heal bible. After you accept this mission, the evil bone warrior appears behind Pyros Gate on the New Moon floor of Lunar Tower.

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Boss Battle: Evil Bone Warrior

HP: 500 **EXP:** 300
Element: Earth **PWR:** 120
ENR: 130 **DEX:** 65
AGL: 51 **INT:** 50
PSY: 60 **LGC:** 50
Lunabilities: Blood Claw
Gold carried: 2,200
Items carried: Eternal bone



The evil bone warrior stands on the pedestal beyond the Pyros Gate, waiting for you. Initiate contact, then attack the monster with Lance and Gozen's basic attacks. When you charge the Lunar Gauge enough to start casting, use the Lunar Points before the evil bone warrior can siphon them for his Blood Claw attack. If you can stagger attacks to keep the monster from using its Lunability, you can keep it on its heels and win the fight.

Adventurer's Proof 2

Client: Godun
Location: Inside weapons dealer
Reward: Basilik Claw



Godun regales you with his tale of battling a Morezard executioner in the Sepna Forest—the victory was sweet. If you can do the same, and prove it by bringing back the Dragon Blade, Godun gives you a Basilisk Claw—a powerful weapon for Gozen. The Morezard executioner patrols Owl's Hideout in Sepna Forest.

Boss Battle: Morezard Executioner

HP: 400 **EXP:** 550
Element: — **PWR:** 142
ENR: 150 **DEX:** 80
AGL: 66 **INT:** 55
PSY: 60 **LGC:** 40
Lunabilities: Slicing Rush, Guillotine
Gold carried: 3,000
Items carried: Dragon Blade

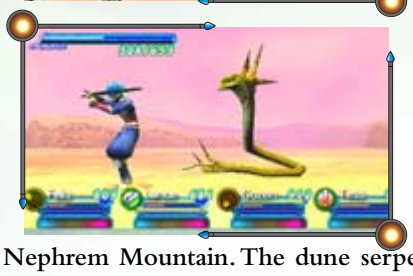


The blue-skinned Morezard executioner is a brutal foe, but with three heroes in your party, you can keep the executioner and his two thugs on the run. Concentrate your attacks on the flanking Morezards until you charge up enough Lunar Points to use a multitarget Lunability and eliminate the extra foes. With the executioner now alone, all three heroes can direct all attacks on him and bring him down without difficulty.

Adventurer's Proof 3

Client: Godun
Location: Inside weapons dealer
Reward: Burning medal





The one battle Godun lost was against the dune serpent outside the Full Moon Base in Gallema Desert. The dune serpent's prize is the king snake blood, an item you need to get anyway to create the dragon flute and call down the dragon king at the Remains on Nephrem Mountain. The dune serpent will only appear after you've satisfied both the side mission and main story point requirements. After defeating the dune serpent, return to the weapons dealer to get your final prize from Godun, a burning medal.

Delivery Request

Client: Baretta
Location: Marketplace
Reward: 100G



Baretta makes lunches for people all over town. Help her deliver the lunch baskets, called Mama's Lunch, for an easy monetary reward. The first lunch goes to Irving at Jade Port. The second lunch goes to Basra, next to the inn in Jade's residential area. The third lunch goes to Ernie, who is looking out over the ocean with his dog at the port.

A Hero's Song

Client: Byron
Location: Plaza
Reward: 2,000G per poem

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Byron is collecting the ancient poetry inscribed in the moonstone shards hidden around the island of Foo. Every time you find a moonstone shard, read it. When you return to Jade, locate Byron next to the fountain in the plaza and speak to him. You automatically relate the verses back to him and earn an impressive purse per piece of the epic poem.

Request 1

Client: Vlad

Location: Inside Inn

Reward: Broadsword



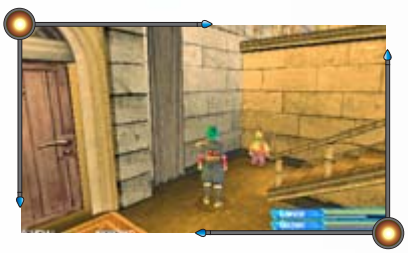
Left of the front desk inside the inn is Vlad, who is fretting about the welfare of his friend Chin. Chin left for Lumines Field without the map Vlad drew for her. He asks that you take the map to her and pass along a request to return to the inn. Chin is in the southwest corner of Lumines Field's Grotto area.

Request 2

Client: Borgess

Location: Jade Inn

Reward: 2,500G



Street merchant Borgess received a large order for mid potions, but he's low on stock. He'll hand over a large stack of gold if you can help him fill the order by bringing him the three mid potions. Mid potions are in shops or in the field. Don't worry about giving up the mid potions, as the profit lets you buy many more at an item merchant.

Request 3

Client: Bargon

Location: Inn

Reward: 5,000G

Bargon is a low-rent mercenary charged with recovering the son of a wealthy businessman—but he needs help completing the job. In fact, he wants you to complete the job for him; he'll reward you. The son, Kevin, was taken by Morezard cultists in the Lunar Tower.







There are three Morezard followers in the Lunar Tower, one on each floor. Each follower has identical stats and attack patterns. After you eliminate the third follower, Kevin appears and thanks you for your valiant rescue. After Kevin is free, return to Bargon and collect the reward.

Boss Battle: Morezard Followers

HP: 600 **EXP:** 410
Element: — **PWR:** 167
ENR: 170 **DEX:** 93
AGL: 76 **INT:** 75
PSY: 66 **LGC:** 50
Lunabilities: —
Gold carried: 2,500
Items carried: Magic orb, heavy pole, tranquilizer





The Morezard followers may worship as part of a magical cult, but they have no Lunabilities to use in battle. The followers rely solely on physical attacks, and each has two bodyguards flanking him who are weaker. Dedicate at least one party member to eliminating the bodyguards, to rid yourself of the nuisance—their attacks aren't strong, but they do slowly drain you of HP. Multitarget Lunabilities are useful for wiping the lot of them off the map.

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Demanding Man 1

Client: Lodos
Location: Inside Inn
Reward: 500G



Lodos is a fine baker in Jade, but he has broken his rolling pin. If you bring him a beast bone, he can make a new one. Many monsters in Sepna Forest drop beast bones when you slay them. Bring one back to collect the reward.

Demanding Man 2

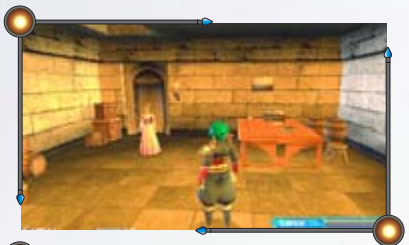
Client: Lodos
Location: Inside Inn
Reward: New foodstuffs

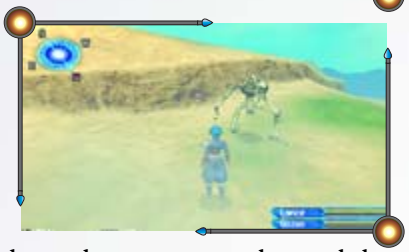


The inn is struggling, but Lodos thinks offering new food will instigate a reversal of fortune. Bring Lodos fresh ingredients so he can bake a new food to sell at the inn. Every time you bring an ingredient he can turn into palatable food, Lodos gives you a sample. For example, giving him a stolen ham results in the ham sandwich.

Late Husband

Client: Catalina
Location: Residential area house
Reward: 1,500G





Catalina is looking for her husband, Flynn, who set out for the Gallema Desert a long time ago. She recently received news that Flynn was involved in a horrible battle with the ferocious dune reverent, but she does not know the outcome. Bring her closure. Track down the monster at the sand dune in Gallema Desert and bring back Flynn's knife, which will give the woman solace.

Boss Battle: Dune Reverent

HP: 800
EXP: 3,000
Element: Earth
PWR: 139
ENR: 140
DEX: 82
AGL: 69
INT: 46
PSY: 60
LGC: 55
Lunabilities: Hellraiser
Gold carried: 3,300
Items carried: Flynn's knife



Because the dune reverent is aligned with earth, the desert denizen is weak against wind-based attacks. Prime the Lunar Gauge with attacks from Gozen and Felis, but use any wind-based Lunability from Tess to blow the baddie off the dunes. Because Lance is so strong by this point, any of his Lunabilities are good to use against the dune reverent. Two lesser skeletons flank the reverent, but they are like annoying flies—swat them to rid yourself of the buzzing.

Remembrance

Client: Harry
Location: Residential area house
Reward: 5,000G

Harry is seeking the woman Aquaria, who cared for him when tragedy befell his family. He fell in love with her, and they married. However, when his brother died, Harry inherited the family business. His stern father sent Harry into isolation to learn the family trade, and woefully, he obeyed, leaving his wife. His business was an enormous success, but his heart remains empty without Aquaria.



Sadly, Aquaria has long since passed. To complete this mission, you must bring Harry a portrait of his lost love. You receive the portrait by completing the "Portrait" mission for Pedro in Domerune Port.

Caravan Agent

Client: Mahatma
Location: Marketplace
Reward: 2,000G



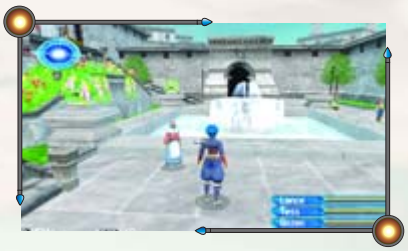
Due to increased monster sightings outside of town, Mahatma's deliveries have been interrupted. Mahatma needs a

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skilled warrior to monitor the caravans that deliver supplies to Rem Village and Domerune Port. Errands must be run to each town. For Domerune, you must take supplies to the merchant woman on the docks, next to the dock clerk. The Rem Village part of this side mission is related to the "Holy Fire" mission you undertake from Norton on Rem Village's main street.

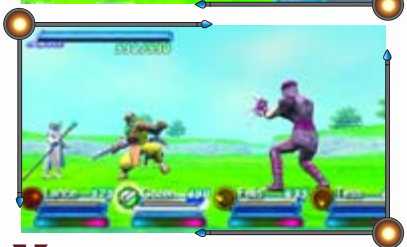
True Taste

Client: Carol
Location: Plaza
Reward: 3,000G



Carol wants to bake a dish called chroma pie, but she is missing an important ingredient: aurora wheat. She isn't sure where you can find the elusive foodstuff, but Arnie on the docks recommends you battle the vagabond rogues in Lumines Field to find some.





If you accept this mission after gaining at least one friend, it won't be difficult for your party to dispatch the vagabond rogue, who is like a highway robber. Bring the aurora wheat to Carol to earn a sizeable gold purse.

Experimental Materials

Client: Ward
Location: Jade residential area
Reward: 2,000G; 20 Lunar Points



Ward's telescope is broken. He needs a magic lens to repair it, but the only one he knows of is guarded by the abyss knight in the Lunar Tower. You find the abyss knight on the tower's Full Moon Floor.



Unfortunately, after you bring the lens to Ward, you discover it's a cursed item. To erase the "stain," you must take it to the Oasis in Gallema Desert and submerge it in the water—but only while the sun is out. Take the lens to Ward after visiting the desert, and he rewards you for your efforts.

Boss Battle: Abyss Knight

HP: 800 **EXP:** 2,500
Element: — **PWR:** 143
ENR: 160 **DEX:** 77
AGL: 57 **INT:** 60
PSY: 72 **LGC:** 45
Lunabilities: Abyss Thrust, Judgment
Gold carried: 3,500
Items carried: Magic lens



The abyss knight has no elemental alignment, so use any and all Lunabilities to bring down the lens thief so Ward can gaze at the stars again. Watch out when your quarry attempts to use the Lunar Gauge for its own nefarious purposes, as the abyss knight has two powerful Lunabilities of its own. To keep the abyss knight at bay, drain the Lunar Gauge whenever possible—after all, with 2,500 EXP at the battle's end, you can afford to pass up the few dozen extra you might earn by preserving the Lunar Gauge.

Domerune Port

Request 4

Client: Juan
Location: Next to inn
Reward: 2,000G



Juan is a letter carrier, but he's gotten in over his head. He wants you to deliver a letter for him to help clear the backlog. Take the letter to the guard in front of the Imperial Palace in Jade.

Request 5

Client: Sonya
Location: Next to inn
Reward: Wind spirit choker





Little Sonya next to the inn has a big favor. Her father, a lumberjack, left so quickly for work in Sepna Forest that he forgot his lunch. Take the meal to the father in Owl's Hideout for the reward.

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Request 6

Client: Benton
Location: Next to inn
Reward: 7,500G; 20 Lunar Points





Benton is a gifted courier, but he's fallen into some bad luck. He was supposed to meet a client on Nephrem Mountain, but a band of thieves jumped them. The client was killed and Benton barely escaped, but the delivery—Zeimos charter, ancient scroll, and Necroberg tome—was stolen. Defeat the three thieves to get the items back, but they only appear during the night at the Dragon Cemetery on Nephrem Mountain.

Boss Battle: Nephrem Thief A

HP: 800 **EXP:** 1,000
Element: Fire **PWR:** 215
ENR: 266 **DEX:** 123
AGL: 95 **INT:** 65
PSY: 88 **LGC:** 57
Lunabilities: Rogue Rush, Killer Steal
Gold carried: 6,000
Items carried: Zeimos charter



The three Nephrem thieves are easy enemies to defeat this late in the adventure. The bandits are all aligned with fire, so unloading one of Felis's water-based Lunabilities is enough to drown each thief after a few opening attacks, to prime the Luna Gauge.

Boss Battle: Nephrem Thief B

HP: 800 **EXP:** 1,000
Element: Fire **PWR:** 210
ENR: 272 **DEX:** 123
AGL: 95 **INT:** 64
PSY: 86 **LGC:** 60
Lunabilities: Rogue Rush, Killer Steal
Gold carried: 5,500
Items carried: Ancient scroll

Boss Battle: Nephrem Thief C

HP: 800 **EXP:** 1,000
Element: Fire **PWR:** 210
ENR: 272 **DEX:** 123
AGL: 95 **INT:** 69
PSY: 80 **LGC:** 59
Lunabilities: Rogue Rush, Killer Steal
Gold carried: 5,000
Items carried: Necroberg tome

NOTE

When on Nephrem Mountain, there is no way to tell the time of day due to the smoke-choked sky. You must gauge the hour by visiting Rem Village. After night falls, hoof it up the Nephrem Mountain and scour the Dragon Cemetery for your prey.

Sleepless Man

Client: Emeril
Location: Docks
Reward: 5,000G

Emeril is having trouble sleeping. He writes a letter to his doctor, who is in Rem Village. Crossing the desert right now is too dangerous. If you take the letter to Dr. Boza in Rem Village, perhaps he can provide a remedy for Emeril's insomnia.

Portrait

Client: Pedro
Location: Docks
Reward: Aquaria's portrait





Pedro wants to paint a portrait of his late mother, Aquaria. However, he needs lapis lazuli for her eyes so he can paint his masterpiece. Find lapis on Nephrem Mountain.

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Hopeless Affliction

Client: Batten
Location: Docks
Reward: Three wind souls



Batten is losing his hair, which he believes is tied into his pride and self-worth. He would like you to bring back a mystical hide from a slain dragon on Nephrem Mountain. Batten wants to fashion it into a toupee and is willing to pay three wind souls for it. The wind souls you earn are a big help in paying Gary for information regarding the "Mountain Ruins" side mission.

Ornamental Beast

Client: Rosetta
Location: Near ship heading for Vemos Island
Reward: Aqua ring recipe



Poor Rosetta. She fell in love with a swarthy sailor, but the cad robbed her blind in the middle of the night. She needs 10 metal orbs to replenish her jewelry-making supplies. You can find metal orbs on monsters in the wild, but you can also buy them from a crafting broker.

Merciless Daughter

Client: Spianna or Gardia
Location: Near shops
Reward: Lunar Gauge extended by 10



There are two girls in Domerune who are desperate to know who is the most popular young woman in town. Pick one of the girls (you can choose only one—the reward is the same either way) and accept her request to poll her popularity. Ask every citizen in town and report the results back for the extra Lunar Gauge.

Private Journal

Client: Jeff
Location: Docks
Reward: Fire anklet

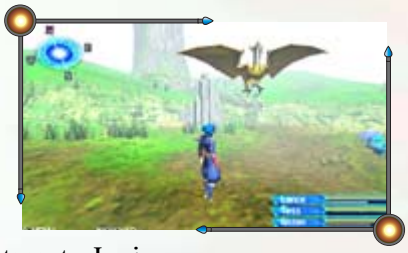
Jeff has lost his private journal, which is full of complaints about his wife. However, he was recently jumped by some thieves who stole everything on him—including the diary. Jeff needs it back before it falls into the wrong hands and hurts his wife's feelings. To get it back, talk to Jessica and Nathaniel on the docks and accept their side mission, "Thief's Request." After completing their mission, you receive the journal to give to Jeff.

Thief's Request

Client: Jessica
Location: Docks
Reward: Journal



Jessica and Nathaniel are thieves working in Domerune Port. They recently suffered losses when men they worked with were killed by the bastard dragon in Sepna Forest. Find the dragon and destroy it. As a reward, Jessica gives you the private journal, which you can use to satisfy Jeff's mission, "Private Journal."



Find the bastard dragon flying above the Fairies Clearing. To fight the dragon, approach it and initiate contact. After beating the dragon, return to Jessica.

Boss Battle: Bastard Dragon

HP: 3,200 **EXP:** 4,000
Element: Earth **PWR:** 375
ENR: 350 **DEX:** 174
AGL: 131 **INT:** 110
PSY: 125 **LGC:** 88
Lunabilities: Plague Breath
Gold carried: 8,000
Items carried: Mystical bone, mystical fang, mystical blood



The bastard dragon is a vicious creature, and if you are not prepared to take on a monster of its caliber, hold off on tackling this mission until all four party members are adept at beating combination monsters in dungeons such as the Forgotten Prison or the Full Moon Floor of Lunar Tower.

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The bastard dragon dishes out terrible attacks. It is difficult to sit back and absorb them until three or four members are simultaneously ready to unleash a group Lunability. Therefore, make physical strikes to add Lunar Points to the Lunar Gauge, then use them right away to deliver extended damage. Because the bastard dragon is aligned with earth, any of Tess's wind attacks do extra damage.

Helen's Day

Client: Helen
Location: Near town entrance
Reward: Lilith ring



Helen's anniversary is coming up. She wants to make classic pie, her husband's favorite dessert. However, she is missing an ingredient: fairy milk. Go into Sepna Forest and eliminate fairies until one of them provides you with fairy milk.

Rem Village

The Holy Fire

Client: Norton
Location: Main Street
Reward: Earth bracelet



A holy fire in Rem Village represents the local faith. However, the oil sustaining the flame is about to run out. Norton beseeches you, because trade routes are down, to bring him a fresh supply of holy oil. Mahatma in Jade has none but says you can find it among the tree roots at the Prismatic Spring in Sepna Forest.

Charm of Courage

Client: Mariane
Location: Lakeside
Reward: 3,000G



Mariane is a girl in love, but she is too afraid to express her feelings. She asks for your help in attaining the fairy glasses, which she believes will give her the self-confidence to profess her undying love. The fairy glasses are located along the northern half of the Prismatic Spring in Sepna Forest. Fight the fortune fairy to get the glasses and some fairy milk.

Boss Battle: Fortune Fairy

HP: 950
EXP: 620
Element: Water
PWR: 165
ENR: 192
DEX: 94
AGL: 74
INT: 78
PSY: 64
LGC: 54
Lunabilities: —
Gold carried: 2,350
Items carried: Fairy glasses



The fortune fairy does not wander the woods alone—she has fairy orbs in her service. Due to the water element in play, Lance is not the most effective fighter in this match; have him use regular attacks to fill the Lunar Gauge while other heroes use spells to dry out these feisty fairies.

The Prescription

Client: Dr. Boza
Location: Lakeside
Reward: Dr. Boza's antidote



Dr. Boza implores you to help find a cure for Emeril's insomnia. He needs the dead man's poison and an eternal claw to make the potion. The eternal claw is located only on Nephrem Mountain. After you defeat the dark bringer—the bearer of the eternal claw—and return to Dr. Boza, he gives you the medicine necessary to satisfy Emeril's mission in Domerune Port.

Boss Battle: Dark Bringer

HP: 1,000
EXP: 4,800
Element: Earth
PWR: 195
ENR: 246
DEX: 100
AGL: 78
INT: 65
PSY: 82
LGC: 70
Lunabilities: Soul Eater
Gold carried: 4,650
Items carried: Eternal claw

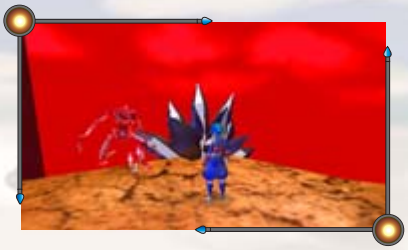


The dark bringer may linger on the fiery Nephrem Mountain, but it is aligned with earth, so chip away at the dark bringer with repeat strikes from Lance and Gozen; then finish off the nemesis with a group Lunability.

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Mountain Ruins

Client: Gary
Location: Main Street
Reward: Glory Bow



If you give Gary five wind souls, he tells you the story of two princes who warred over the throne following the king's death. The younger son lost to his older brother and was driven into exile. He arrived in Foo. The exiled prince had stolen the sacred arrow; only the true king was to hold this. An assassin came to reclaim the sacred arrow, but the prince fled to Nephrem Mountain where he met an untimely fate. The prince's ghost haunts the mountain to this day. Banish the spirit to gain possession of the sacred arrow. Gary gives you the requiem flower, which can call forth the spirit.

Boss Battle: Prince of Darkness

HP: 2,000 **EXP:** 2,100
Element: Fire **PWR:** 350
ENR: 380 **DEX:** 146
AGL: 126 **INT:** 80
PSY: 122 **LGC:** 92
Lunabilities: Summon Abyss
Gold carried: 8,300
Items carried: Glory Bow



The prince of darkness holds court on Nephrem Mountain, fighting with fire-based attacks. Felis's water Lunabilities are of great help in this battle, but don't count out the rest of the team. Nonelemental Lunabilities from the rest of the party, such as Lance's Razor Spin, lop enough chunks off the prince's HP. However, the best way to end this tyrant's reign is a group Lunability, such as Geyser, led by Felis.

Desert Ruins

Client: Gary
Location: Main Street
Reward: Ogre baghnakh; 33 Lunar Points

For five earth souls, Gary tells you another tale. There exists a legendary crimson axe that once fell into the hands of a dangerous rogue. It contained amazing power, but power corrupts. The rogue grew arrogant and, eventually, his clan turned against him. He escaped with his life, but the axe was destroyed during the uprising. The rogue carried the pieces of the axe into Gallema Desert, hiding them near an evil, living rock. The rogue was never seen again.



Gary gives you the dowsing rod, which will show you which rock to check to find the axe pieces. Look south of the Full Moon Base to find the living rock, Greed Rock, behind a stone wall.

Boss Battle: Greed Rock

HP: 4,000 **EXP:** 4,500
Element: Earth **PWR:** 335
ENR: 400 **DEX:** 178
AGL: 115 **INT:** 145
PSY: 132 **LGC:** 96
Lunabilities: Terra II, Terrabraxis II, Petrazem, Barricade II
Gold carried: 9,000
Items carried: Ogre baghnakh





After you uncover Greed Rock, you might wish it was the one stone you left unturned. The stone behemoth is a terror with its catalog of earth-based magic—and it will fight you for control of the Lunar Gauge, too. To keep Greed Rock from battering your team with such spells as Terrabraxis II or Petrazem, cast Lunabilities when the meter is full enough. Elemental attacks are best, but if Lance and Gozen are leveled up, their regular Lunabilities will chisel Greed Rock into a pile of dust.

Forest Ruins

Client: Gary
Location: Main Street
Reward: Titania's Wand; 33 Lunar Points



If you give Gary five water souls, he tells you that there once lived a princess in Sepna Forest who led a great society of fairies. She was a benevolent ruler, but one day lost control of her wand. The princess, wracked with guilt, went insane. She lurks at the bottom of a spring. Gary gives you the Fairy Axe, which you can hurl into the Fairy Spring in Sepna Forest. The dark fairy will rise, and if defeated, will give you the powerful Titania's Wand.

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Boss Battle: Dark Fairy

HP: 2,500 **EXP:** 2,300
Element: Earth **PWR:** 347
ENR: 383 **DEX:** 147
AGL: 110 **INT:** 120
PSY: 105 **LGC:** 83
Lunabilities: —
Gold carried: 8,000
Items carried: Titania's Wand



Unlike the fortune fairy, the dark fairy works alone. The ill-tempered sprite has no Lunabilities at her disposal, but she makes up for it by attacking with incredible speed. Hack away at the dark fairy with regular attacks to raise the Lunar Gauge, then synch up your Lunar Clocks for one group Lunability to put an end to Sepna Forest's scourge.

In the Wild

Jade Patrol

Client: Port guard
Location: Lumines Field, Main Gate
Reward: 100G per beast fang

The imperial guard at Jade's entrance needs help making Lumines Field safe for travelers. He gives you a reward for helping him, as he's overwhelmed by the number of snakes in the fields. Bring him beast fangs he can use as proof that progress is being made in clearing out Lumines Field.

Domerune Patrol

Client: Imperial guard
Location: Prismatic Spring, Sepna Forest
Reward: 300G per monster fang

The imperial guard wants you to help clear the forest of dangerous monsters—especially wolves. To prove you have completed your task, give the guard a monster fang; he rewards you for your effort.

Rem Patrol

Client: Imperial guard
Location: Gallema Desert, Sand Dune
Reward: 600G per mystical fang

The imperial guard wants you to improve safety on the island by going on a monster hunt. Dragons are terrorizing the Gallema Desert. Bring back mystical fangs as proof of destroying dragons and for a reward.

Condolences

Client: Ghost woman
Location: Forgotten Prison
Reward: Wind anklet



Long ago, a woman suffered a terrible fate inside the Forgotten Prison. She and her husband were captured and killed. Her spirit haunts the prison's halls, seeking her lost wedding ring. She gives you the dead lantern to take to the saddened soul. Defeat the beast, and he drops the ring of the dead, which you take to the ghost woman.

Boss Battle: Saddened Soul

HP: 3,500 **EXP:** 2,500
Element: — **PWR:** 280
ENR: 300 **DEX:** 145
AGL: 105 **INT:** 123
PSY: 120 **LGC:** 130
Lunabilities: Pyrobraxis II, Parlizem, Restore I
Gold carried: 7,777
Items carried: Ring of the dead



This poor zombie wants to be put out of its misery, but instinctively fights back when provoked. The saddened soul is slow, but packs a powerful punch when angered. It has a few Lunabilities and will challenge you for use of the Lunar Gauge during the fight. Keep a party member free at all times in case the saddened soul starts casting—disrupt its magic quickly, especially if it's about to heal with Restore I.

Master Goken

Client: Goken
Location: Half Moon Base, Gallema Desert
Reward: Earthshaker Lunability for Gozen; dragon claw; 50 Lunar Points



Master Goken was transformed into a horrible beast by the Dark Lord. Lance and the party must battle this tormented Zarkan warrior to release him from his suffering. For defeating his beastly form, Goken tells them of Earthshaker, a mystical martial art he spent years studying.

Boss Battle: Master Goken

HP: 4,500 **EXP:** 10,000
Element: — **PWR:** 325
ENR: 376 **DEX:** 182
AGL: 141 **INT:** 130
PSY: 195 **LGC:** 180
Lunabilities: Fury Spin, Terra Crush
Gold carried: 15,000
Items carried: Dragon claw

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Pity Goken, as he has been afflicted by the Dark Lord's evil magic and transformed into a hideous monster. The enraged Zarkan can deliver hearty blows—as well as take a punch or two. Fortunately, Goken has no elemental alignment, so attacks from all four heroes do damage without any special modifiers. You must use Lunabilities to really reduce Goken's HP, but he aggressively moves in on the Lunar Gauge to cast damaging attacks. A big group Lunability will do huge damage to Goken, but if you wait too long in an effort to synch up all the heroes, the monster will drain the Lunar Gauge for himself.

Inheritance

Client: Gessai

Location: Forgotten Prison

Reward: Flood cane; Maelstrom Lunability for Felis; 50 Lunar Points

Gessai has been studying esoteric knowledge for his entire life. He has devised a series of tests to determine who he should pass this wisdom to before he dies. If you succeed, he gives you his secret abilities. If you accept his challenge, Gessai gives you the heaven's seal and the earth's seal.

Use the earth's seal at Earth's Doorway in Gallema Desert and the heaven's seal at Heaven's Doorway in Lumines Field. Destroy the gods and return to Gessai. Bring proof of your victories to Gessai, and then battle him to learn his secrets.

Boss Battle: Roadhound, Earth God

HP: 4,200 **EXP:** 6,200
Element: Earth **PWR:** 310
ENR: 380 **DEX:** 180
AGL: 146 **INT:** 99
PSY: 150 **LGC:** 145
Lunabilities: Darkness Bite, Abyss Fang
Gold carried: 9,850
Items carried: Dark bangle




Roadhound is a giant wolf the color of the morning sun, and he attacks with incredible speed and ferocity. Roadhound has great defense, so this battle takes a while to finish—have some healing items ready in case the wolf picks on one party member exclusively. At the battle's start, get in there and attack aggressively to begin building up the Lunar Gauge, but don't sit on it for too long or the beast drains it for his pair of Lunability attacks.



If you can time it just right, cast a group Lunability right after Roadhound attacks. Before he has time to respond and disrupt, you can tear his HP meter apart with something as lethal as Deliza's Last Wind.

Boss Battle: Chrome Dragon, Heaven God

HP: 5,000 **EXP:** 6,500
Element: Wind **PWR:** 320
ENR: 400 **DEX:** 180
AGL: 130 **INT:** 155
PSY: 160 **LGC:** 150
Lunabilities: Tornado Breath
Gold carried: 10,000
Items carried: Dark necklace




If you call down the thunder of the chrome dragon, be ready for a fierce fight, as the dragon has enough energy to withstand the heaviest attacks and dish it right back. Group Lunabilities are always the best method of dealing with monsters of this caliber, but you risk taking a serious beating while you wait for all of the Lunar Clocks to synch up. However, if you can stomach a few tough blows from the dragon, line up a group attack and cleave a significant portion off the monster's impressive HP supply.

Boss Battle: Lunamaster

HP: 4,500 **EXP:** 6,700
Element: — **PWR:** 299
ENR: 365 **DEX:** 185
AGL: 135 **INT:** 185
PSY: 115 **LGC:** 130
Lunabilities: Eternal Gate
Gold carried: 12,000
Items carried: Flood cane



Gessai's alternate form is the Lunamaster, a skeletal magic master that possesses only one Lunability to use in battle—but it's a hard-hitting one. Always leave a hero at the ready in case the Lunamaster charges up its Eternal Gate attack. Respond with group Lunabilities using two or three members whenever possible, and batter the beast with regular attacks and solo Lunabilities. If you keep filling and draining the Lunar Gauge on your terms, the Lunamaster will never get the upper hand.

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Multiplayer

In addition to seeking out side employment, you can also take your heroes online to engage in multiplayer dungeon raids in search of weapons and loot that will increase your chances of success and survival in the single-player adventure. To establish a multiplayer game, gather up to three friends (each with a PlayStation Portable and their own copy of *Blade Dancer*) and use the "Network" option from the game's Main Menu to arrange a wireless network game.

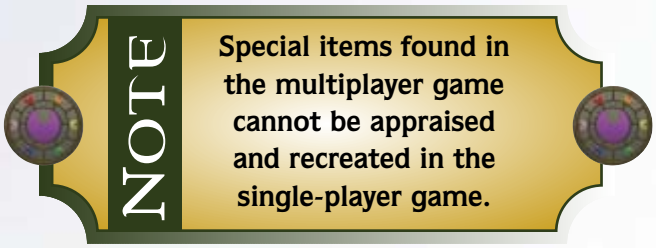


See your PlayStation Portable manual for instructions on how to configure your PSP for wireless play.

Setting Up

To play online, choose a character from your single-player adventure save data and set the character level—but don't set it past the character's current level in the main campaign. Because the average of all participating players' levels determines the monsters' strength in the dungeons, stick together when choosing levels.

After you join an online game, choose your character, and set the desired character level, you must agree on what kind of dungeon you want to conquer. There are four types of dungeons in the multiplayer game, each with different goals and rewards. The contents of treasure chests are randomly set before the game, so you never know what you'll find. There are items and weapons you'll find only in multiplayer games, so it's worth your time and effort.



Special items found in the multiplayer game cannot be appraised and recreated in the single-player game.

Dungeon Types

- **Beginner's Maze:** Each character begins in a different part of the dungeon, separated from their compatriots by a series of gates. Each player must work to unlock his individual gate in order to reach the dungeon's center and challenge the boss that looms over the area. Once in the dungeon's middle, you must battle the boss without opportunity for retreat, so be sure you have scoured the dungeon for as much treasure and gear as possible before moving on to the final confrontation.
- **Overlord's Maze:** Opening gates is no longer the job of a single player—certain doors can only be opened by different combinations of characters, so you must communicate and work together. With players sticking together, splitting up treasure is important so nobody is left unprepared for the boss battle at the dungeon's end.
- **Death Maze:** All that glitters in this dungeon is gold, but the lure of treasure can be a party's downfall in this insidious game. At the start, treasure chests surround all players, and while it's tempting to turn the match into a free-for-all, grabbing as much gear as you can carry, you must learn to share before the boss's arrival. If one character is stuck without a way to defend themselves or launch an effective attack, the group effort required to destroy the boss will fail.
- **Enlightenment Maze:** This dungeon is crawling with monsters who attack your character without mercy, so you must find each other and bind together to repel the bad guys before taking on the boss in the dungeon's center.

Multiplayer Tips

Character Selection: Consider character type when starting an online game. If everybody picks Lance or Gozen, the battles will be fierce, but short-lived—you need a Felis in the party to heal wounds. A balanced party lasts much longer, as you also have access to different elemental Lunabilities that could turn the tide in an epic battle.

Lunar Gauge: Everybody draws from the same Lunar Gauge, so communicate before casting a Lunability. If one player is in trouble, you must have Lunar Points available to cast healing spells.

Life Points: Life points can be used only once, so evaluate each character before agreeing on who gets to use them. Defer to the character with the fewest healing items in his inventory.

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The Monsters of Foo

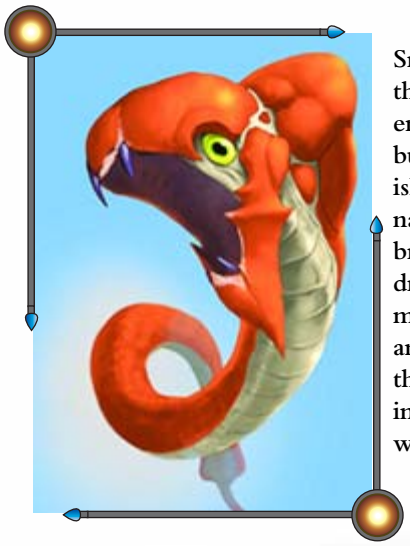
Since the Dark Lord's arrival, the island of Foo has fallen on hard times. The once-peaceful countryside is now overrun by nefarious criminals and horrible monsters. En route to the final showdown with the Dark Lord, Lance and his friends must punch, slice, and carve their way through thousands of monsters. The best way to ensure survival is prebattle intelligence. Study the demons and denizens you face in the field, from snakes and bats to zombies and dragons.

Each monster listing details the strengths of the individual creature, such as his elemental alignment and maximum HP. If you are supplying your heroes with weapons and gear by crafting, you must know which monsters will drop the proper ingredients for your next creation.

To help you get the upper hand against these terrible titans and nefarious monsters, use these charts and tables to understand each creature's individual stats.

HP: Monster's maximum possible HP
PWR: Monster's power
ENR: Monster's energy
DEX: Monster's dexterity
AGL: Monster's agility
INT: Monster's intelligence
PSY: Monster's psyche
LGC: Monster's logic
EXP: How much experience heroes earn for defeating this monster
Element: Element monster is aligned with, if any
Lunabilities: Lunabilities monster can use, if any
Gold carried: How much gold is earned when monster is defeated
Items carried: Items monster might carry—odds of receiving item descend from left to right

Snakes



Snakes are some of the first monsters you encounter in the wild, but as you cross the island, you encounter nastier and faster breeds. Snakes often drop basic crafting materials, like fangs and hides, so engage them if you need the ingredients to build weapons.

Jade Snake

HP: 12 **PWR:** 16
ENR: 24 **DEX:** 16
AGL: 14 **INT:** 7
PSY: 8 **LGC:** 9
EXP: 2 **Element:** —
Lunabilities: —
Gold carried: 10
Items carried: Beast hide, beast fang, herb

Rabid Snake

HP: 43 **PWR:** 40
ENR: 30 **DEX:** 27
AGL: 23 **INT:** 10
PSY: 16 **LGC:** 12
EXP: 16 **Element:** Water
Lunabilities: —
Gold carried: 30
Items carried: Beast hide, beast fang, herb

Bush Python

HP: 150 **PWR:** 94
ENR: 106 **DEX:** 58
AGL: 49 **INT:** 32
PSY: 42 **LGC:** 38
EXP: 23 **Element:** Wind
Lunabilities: —
Gold carried: 10
Items carried: Beast hide, beast fang, herb

Desert Python

HP: 165 **PWR:** 120
ENR: 114 **DEX:** 65
AGL: 51 **INT:** 32
PSY: 40 **LGC:** 40
EXP: 26 **Element:** Earth
Lunabilities: Para Fang, Tail Swing
Gold carried: 10
Items carried: Beast hide, beast fang, herb

Lumines Python

HP: 155 **PWR:** 124
ENR: 124 **DEX:** 66
AGL: 53 **INT:** 30
PSY: 32 **LGC:** 30
EXP: 41 **Element:** Water
Lunabilities: Poison Fang, Tail Swing
Gold carried: 40
Items carried: Beast hide, beast fang, herb

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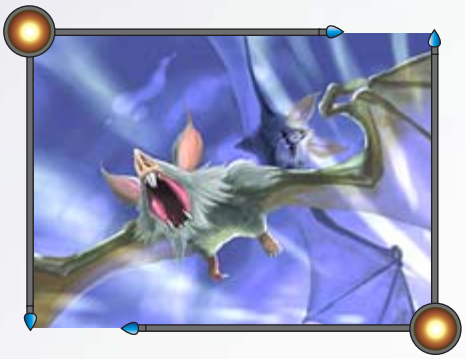
Cursed Snake
HP: 150 **PWR:** 127
ENR: 130 **DEX:** 68
AGL: 55 **INT:** 28
PSY: 30 **LGC:** 27
EXP: 43 **Element:** —
Lunabilities: Petra Fang, Tail Swing
Gold carried: 100
Items carried: Monster hide, monster fang, herb

Scorch
HP: 190 **PWR:** 136
ENR: 135 **DEX:** 78
AGL: 60 **INT:** 34
PSY: 38 **LGC:** 36
EXP: 89 **Element:** Fire
Lunabilities: Poison Fang, Whip Tail
Gold carried: 100
Items carried: Monster hide, monster fang, herb

Gallema Python
HP: 200 **PWR:** 141
ENR: 144 **DEX:** 79
AGL: 65 **INT:** 32
PSY: 34 **LGC:** 35
EXP: 92 **Element:** Earth
Lunabilities: Berserk Fang, Whip Tail
Gold carried: 100
Items carried: Monster hide, monster fang, herb

Lunar Python
HP: 360 **PWR:** 248
ENR: 260 **DEX:** 130
AGL: 102 **INT:** 52
PSY: 65 **LGC:** 48
EXP: 290 **Element:** —
Lunabilities: Poison Fang, Death Tail
Gold carried: 300
Items carried: Mystical hide, mystical fang, herb

Bats



The slightness of bats results in quick behavior, but lesser representatives of the breed are still easy kills. As you dive deeper into the wild, bat breeds such as the unholy bat and dark wing cause more trouble. Most bats drop blood, which is a useful crafting ingredient.

Hungry Bat
HP: 55 **PWR:** 42
ENR: 38 **DEX:** 29
AGL: 26 **INT:** 15
PSY: 17 **LGC:** 16
EXP: 15 **Element:** Wind
Lunabilities: —
Gold carried: 30
Items carried: Beast blood, moonlight herb, herb

Ding Bat
HP: 100 **PWR:** 62
ENR: 33 **DEX:** 44
AGL: 35 **INT:** 23
PSY: 27 **LGC:** 21
EXP: 14 **Element:** —
Lunabilities: —
Gold carried: 20
Items carried: Beast blood, moonlight herb, herb

Screw Bat
HP: 120 **PWR:** 73
ENR: 78 **DEX:** 50
AGL: 43 **INT:** 21
PSY: 25 **LGC:** 23
EXP: 18 **Element:** Wind
Lunabilities: —
Gold carried: 50
Items carried: Beast blood, moonlight herb, herb

Killer Bat
HP: 130 **PWR:** 90
ENR: 102 **DEX:** 57
AGL: 48 **INT:** 27
PSY: 39 **LGC:** 30
EXP: 21 **Element:** —
Lunabilities: Spin Hit
Gold carried: 70
Items carried: Beast blood, moonlight herb, herb

Moon Bat
HP: 150 **PWR:** 96
ENR: 82 **DEX:** 61
AGL: 52 **INT:** 30
PSY: 43 **LGC:** 44
EXP: 27 **Element:** Wind
Lunabilities: Spin Hit, Supersonic
Gold carried: 90
Items carried: Monster blood, moonlight herb, herb

Night Flyer
HP: 185 **PWR:** 134
ENR: 126 **DEX:** 71
AGL: 59 **INT:** 35
PSY: 46 **LGC:** 39
EXP: 48 **Element:** Earth
Lunabilities: Spin Hit, Supersonic
Gold carried: 100
Items carried: Monster blood, moonlight herb, herb

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Zom Bat

HP: 180 **PWR:** 138
ENR: 142 **DEX:** 78
AGL: 62 **INT:** 40
PSY: 40 **LGC:** 45
EXP: 55 **Element:** —
Lunabilities: Spin Hit, Supersonic
Gold carried: 120
Items carried: Monster blood, moonlight herb, herb

Grim Bat

HP: 280 **PWR:** 132
ENR: 152 **DEX:** 80
AGL: 67 **INT:** 41
PSY: 50 **LGC:** 41
EXP: 75 **Element:** —
Lunabilities: Tornado Hit, Confu Sonic
Gold carried: 150
Items carried: Monster blood, moonlight herb, herb

Unholy Bat

HP: 320 **PWR:** 154
ENR: 171 **DEX:** 90
AGL: 75 **INT:** 44
PSY: 60 **LGC:** 42
EXP: 112 **Element:** —
Lunabilities: Tornado Hit, Confu Sonic
Gold carried: 200
Items carried: Mystical blood, moonlight herb, herb

Dark Wing

HP: 360 **PWR:** 180
ENR: 204 **DEX:** 105
AGL: 83 **INT:** 49
PSY: 71 **LGC:** 55
EXP: 175 **Element:** —
Lunabilities: Tornado Hit, Confu Sonic
Gold carried: 400
Items carried: Mystical blood, moonlight herb, herb

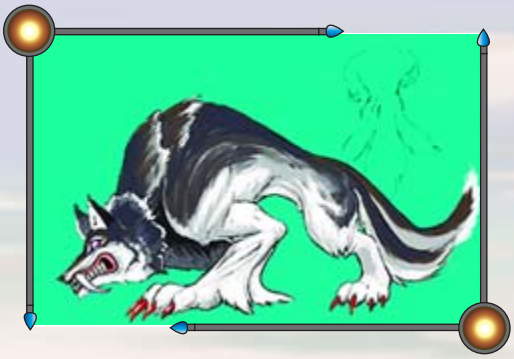
Ghoul Bat

HP: 420 **PWR:** 230
ENR: 276 **DEX:** 117
AGL: 95 **INT:** 56
PSY: 81 **LGC:** 70
EXP: 230 **Element:** —
Lunabilities: Tornado Hit, Confu Sonic
Gold carried: 600
Items carried: Mystical blood, moonlight herb, herb

Bloodspawn

HP: 510 **PWR:** 246
ENR: 306 **DEX:** 135
AGL: 106 **INT:** 67
PSY: 99 **LGC:** 72
EXP: 335 **Element:** —
Lunabilities: Screw Hit, Charm Sonic
Gold carried: 800
Items carried: Mystical blood, moonlight herb, herb

Wolves



When not howling at one of the eight phases of the moon, Foo's wolves are silently stalking their prey. Wolves are among the first enemies you encounter, but they aren't always easy targets. Werewolves and other advanced nocturnal canines can put the bite on your adventuring plans.

Wild Wolf

HP: 14 **PWR:** 18
ENR: 20 **DEX:** 15
AGL: 16 **INT:** 7
PSY: 11 **LGC:** 5
EXP: 2 **Element:** —
Lunabilities: —
Gold carried: 15
Items carried: Beast bone, beast meat, monster fang

Mad Dog

HP: 45 **PWR:** 44
ENR: 28 **DEX:** 26
AGL: 24 **INT:** 14
PSY: 18 **LGC:** 17
EXP: 18 **Element:** —
Lunabilities: —
Gold carried: 30
Items carried: Beast bone, beast meat, monster fang

Sepna Wolf

HP: 120 **PWR:** 66
ENR: 68 **DEX:** 57
AGL: 33 **INT:** 25
PSY: 25 **LGC:** 26
EXP: 27 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 20
Items carried: Beast bone, beast meat, monster fang

Wild Coyote

HP: 180 **PWR:** 98
ENR: 114 **DEX:** 59
AGL: 50 **INT:** 27
PSY: 28 **LGC:** 30
EXP: 30 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 45
Items carried: Beast bone, beast meat, monster fang

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Killer Coyote
HP: 190 **PWR:** 140
ENR: 134 **DEX:** 76
AGL: 57 **INT:** 32
PSY: 47 **LGC:** 34
EXP: 85 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 80
Items carried: Monster bone, beast meat, monster fang

Werewolf
HP: 180 **PWR:** 142
ENR: 139 **DEX:** 78
AGL: 60 **INT:** 34
PSY: 46 **LGC:** 36
EXP: 90 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 100
Items carried: Monster bone, beast meat, monster fang

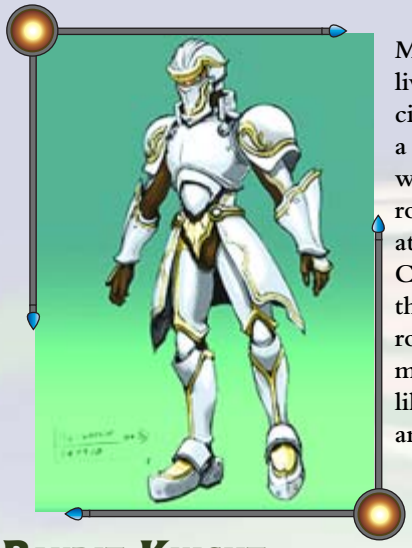
Hellhound
HP: 200 **PWR:** 134
ENR: 148 **DEX:** 82
AGL: 63 **INT:** 35
PSY: 50 **LGC:** 40
EXP: 100 **Element:** Fire
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 120
Items carried: Monster bone, beast meat, monster fang

Dire Wolf
HP: 220 **PWR:** 154
ENR: 155 **DEX:** 85
AGL: 65 **INT:** 38
PSY: 55 **LGC:** 43
EXP: 104 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 200
Items carried: Monster bone, beast meat, monster fang

Terra Wolf
HP: 511 **PWR:** 248
ENR: 274 **DEX:** 120
AGL: 93 **INT:** 63
PSY: 69 **LGC:** 68
EXP: 255 **Element:** Earth
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 400
Items carried: Monster bone, beast meat, monster fang

Dark Wolf
HP: 533 **PWR:** 252
ENR: 266 **DEX:** 128
AGL: 99 **INT:** 84
PSY: 90 **LGC:** 61
EXP: 297 **Element:** —
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 600
Items carried: Monster bone, beast meat, monster fang

Criminals



Most of Foo's citizenry live peacefully behind city walls. But there is a select cabal of wicked humans who roam the great wilds, attacking travelers. Criminals often drop the things they've robbed from innocent merchants and travelers, like sword parts and herbs.

Bandit Knight
HP: 18 **PWR:** 24
ENR: 28 **DEX:** 19
AGL: 16 **INT:** 8
PSY: 20 **LGC:** 18
EXP: 4 **Element:** —
Lunabilities: —
Gold carried: 45
Items carried: Herb, iron blade, monster bone

Mad Knight
HP: 250 **PWR:** 137
ENR: 136 **DEX:** 68
AGL: 58 **INT:** 35
PSY: 50 **LGC:** 42
EXP: 60 **Element:** —
Lunabilities: Triple Attack, Stab Combo
Gold carried: 80
Items carried: Potion, steel blade, saber

Armored Berserker
HP: 530 **PWR:** 242
ENR: 277 **DEX:** 128
AGL: 105 **INT:** 105
PSY: 120 **LGC:** 85
EXP: 300 **Element:** —
Lunabilities: Triple Thrust, Fang Stab, Virazna II, Barricade II
Gold carried: 350
Items carried: Mid potion, magic blade, Brave Sword

Highway Robber
HP: 15 **PWR:** 19
ENR: 22 **DEX:** 18
AGL: 18 **INT:** 8
PSY: 16 **LGC:** 15
EXP: 3 **Element:** —
Lunabilities: —
Gold carried: 30
Items carried: Herb, sandbone hilt, stolen ham

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Thief
HP: 150 **PWR:** 105
ENR: 102 **DEX:** 55
AGL: 49 **INT:** 32
PSY: 45 **LGC:** 30
EXP: 18 **Element:** —
Lunabilities: Triple Blow I, Spear Blade
Gold carried: 130
Items carried: Herb, hardbone hilt, stolen ham

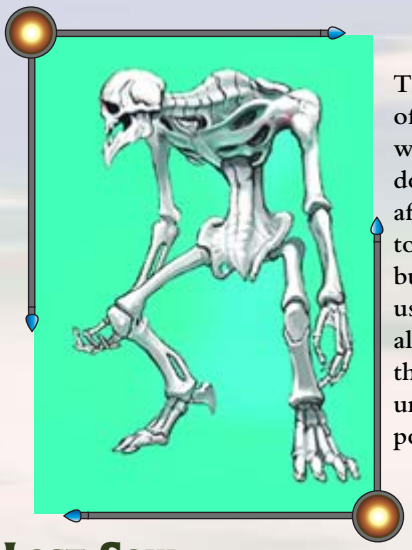
Master Thief
HP: 165 **PWR:** 118
ENR: 128 **DEX:** 68
AGL: 56 **INT:** 30
PSY: 42 **LGC:** 35
EXP: 48 **Element:** —
Lunabilities: Triple Blow I, Spear Blade, Pacima I
Gold carried: 150
Items carried: Potion, moonbone hilt, stolen ham

Phantom Thief
HP: 180 **PWR:** 119
ENR: 134 **DEX:** 71
AGL: 60 **INT:** 32
PSY: 45 **LGC:** 37
EXP: 53 **Element:** —
Lunabilities: Triple Blow II, Blade Thrust, Pacima II
Gold carried: 400
Items carried: Potion, sandbone hilt, stolen ham

Assassin
HP: 200 **PWR:** 144
ENR: 140 **DEX:** 79
AGL: 66 **INT:** 40
PSY: 50 **LGC:** 35
EXP: 60 **Element:** —
Lunabilities: Triple Blow II, Blade Thrust, Pacima II
Gold carried: 650
Items carried: Potion, hardbone hilt, stolen ham

Dark Ninja
HP: 350 **PWR:** 240
ENR: 270 **DEX:** 124
AGL: 106 **INT:** 85
PSY: 90 **LGC:** 68
EXP: 310 **Element:** —
Lunabilities: Triple Blow III, Speed Thrust, Pacima II
Gold carried: 850
Items carried: Potion, moonbone hilt, heal book

Skeletons



These chattering bags of bones haunt the world of the living, doomed to a cursed afterlife. Slay skeletons to pick up bones, buckles, and other useful crafting materials—but watch out for their Lunabilities. Most undead have access to potent magic.

Lost Soul
HP: 180 **PWR:** 132
ENR: 130 **DEX:** 56
AGL: 47 **INT:** 30
PSY: 40 **LGC:** 34
EXP: 18 **Element:** —
Lunabilities: Double Attack, Decelmo I
Gold carried: 100
Items carried: Monster bone, silver buckle, silver ring

Living Bones
HP: 261 **PWR:** 136
ENR: 132 **DEX:** 67
AGL: 55 **INT:** 28
PSY: 53 **LGC:** 38
EXP: 47 **Element:** Earth
Lunabilities: Double Attack, Decelmo I, Rem I, Feeble I
Gold carried: 150
Items carried: Monster bone, gold buckle, gold ring

Cursed Corpse
HP: 362 **PWR:** 152
ENR: 167 **DEX:** 87
AGL: 68 **INT:** 63
PSY: 58 **LGC:** 41
EXP: 137 **Element:** —
Lunabilities: Double Attack, Decelmo I, Rem II
Gold carried: 250
Items carried: Monster bone, moon buckle, metal ring

Grave Hunter
HP: 510 **PWR:** 230
ENR: 270 **DEX:** 115
AGL: 90 **INT:** 55
PSY: 81 **LGC:** 66
EXP: 241 **Element:** Earth
Lunabilities: Double Thrust, Decelmo II, Rem II
Gold carried: 400
Items carried: Monster bone, gold buckle, Lunar ring

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Berserker Bones

HP: 741 **PWR:** 262
ENR: 310 **DEX:** 136
AGL: 110 **INT:** 70
PSY: 92 **LGC:** 71
EXP: 342 **Element:** —
Lunabilities: Double Slash, Decelmo II, Remzem, Feeble II
Gold carried: 750
Items carried: Monster bone, gold buckle, darknight ring

Vicious Vegetables



It's not just the fauna travelers have to worry about outside the city walls—the flora is ill-tempered, too. These poisonous posies creep around wooded areas, sidling up to adventurers before blossoming into action. Watch out for their spells, as these man-eating plants weave evil magic with their tendrils.

Sleeping Lily

HP: 45 **PWR:** 38
ENR: 36 **DEX:** 32
AGL: 26 **INT:** 30
PSY: 20 **LGC:** 20
EXP: 15 **Element:** —
Lunabilities: Remzem
Gold carried: 35
Items carried: Wisdom herb, herb, softwood

Man Eater

HP: 90 **PWR:** 73
ENR: 86 **DEX:** 43
AGL: 43 **INT:** 30
PSY: 29 **LGC:** 33
EXP: 17 **Element:** —
Lunabilities: Remzem, Terragarte I, Restoras I
Gold carried: 150
Items carried: Crisp lettuce, moonlight herb, hardwood

Death Flower

HP: 140 **PWR:** 139
ENR: 160 **DEX:** 79
AGL: 59 **INT:** 40
PSY: 33 **LGC:** 41
EXP: 200 **Element:** —
Lunabilities: Necrozem, Virazem I, Aquabraxis I, Terragarte I, Restoras I
Gold carried: 300
Items carried: Power herb, dark herb, hardwood

Makai Flower

HP: 300 **PWR:** 142
ENR: 142 **DEX:** 79
AGL: 65 **INT:** 60
PSY: 50 **LGC:** 42
EXP: 90 **Element:** —
Lunabilities: Remzem, Virazem I, Aquabraxis I, Terragarte I, Restoras I
Gold carried: 400
Items carried: Wisdom herb, herb, meld wood

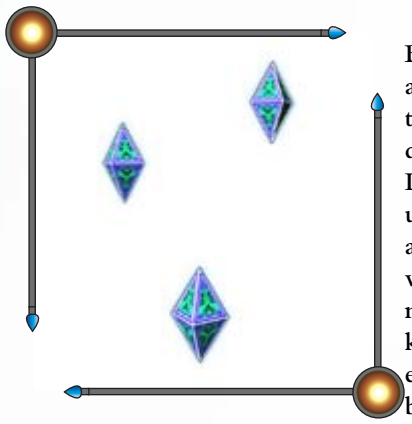
Chaos Azalea

HP: 550 **PWR:** 242
ENR: 298 **DEX:** 132
AGL: 105 **INT:** 100
PSY: 100 **LGC:** 75
EXP: 300 **Element:** —
Lunabilities: Atrazem, Vyrazem II, Aquabraxis II, Terragarte II, Restoras II
Gold carried: 760
Items carried: Crisp lettuce, moonlight herb, meld wood

Death Bloom

HP: 720 **PWR:** 272
ENR: 336 **DEX:** 140
AGL: 94 **INT:** 120
PSY: 110 **LGC:** 95
EXP: 400 **Element:** —
Lunabilities: Atrazem, Vyrazem II, Aquabraxis II, Terragarte II, Restoras II
Gold carried: 910
Items carried: Power herb, dark herb, moon wood

Bits



Bits are magically animated ornaments that flit around dungeons, dispersing Lunabilities upon unlucky travelers. Bits are speedy targets with good defenses, making them harder kills for an inexperienced warrior. Many bits are elementally charged, though, which you can use to your advantage if the battle starts looking rough.

Mystic Bit

HP: 200 **PWR:** 82
ENR: 100 **DEX:** 49
AGL: 44 **INT:** 45
PSY: 40 **LGC:** 30
EXP: 18 **Element:** —
Lunabilities: Terra II, Terrabraxis II, Atrazem, Barricade I, Luna Mirror I
Gold carried: 100
Items carried: Sandstone, iron, rock orb

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Pyro Bit

HP: 260 **PWR:** 105
ENR: 116 **DEX:** 64
AGL: 54 **INT:** 65
PSY: 50 **LGC:** 40
EXP: 43 **Element:** Fire
Lunabilities: Pyro I, Pyrobraxis I, Barricade I, Luna Mirror I
Gold carried: 250
Items carried: Iron filings, steel, fire soul

Aqua Bit

HP: 300 **PWR:** 135
ENR: 144 **DEX:** 80
AGL: 58 **INT:** 80
PSY: 65 **LGC:** 50
EXP: 90 **Element:** Water
Lunabilities: Aqua I, Aquabraxis I, Barricade I, Luna Mirror I
Gold carried: 350
Items carried: Moon powder, steel, water soul

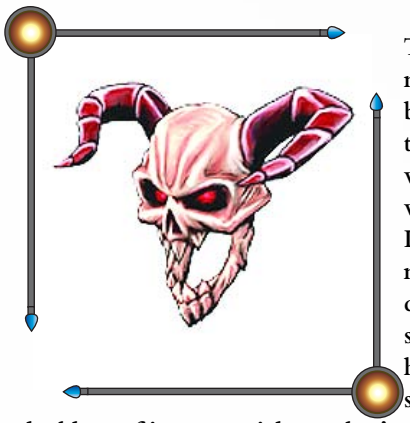
Wind Bit

HP: 450 **PWR:** 184
ENR: 210 **DEX:** 95
AGL: 78 **INT:** 110
PSY: 90 **LGC:** 65
EXP: 190 **Element:** Wind
Lunabilities: Zephyr II, Zephyrbraxis II, Barricade I, Luna Mirror I
Gold carried: 560
Items carried: Sandstone, alloy, wind soul

Earth Bit

HP: 600 **PWR:** 208
ENR: 275 **DEX:** 117
AGL: 89 **INT:** 120
PSY: 110 **LGC:** 80
EXP: 245 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Barricade II, Luna Mirror I
Gold carried: 800
Items carried: Iron filings, alloy, earth soul

Skulls



These floating monster skulls have been reanimated with the sole purpose of wreaking havoc on wandering heroes. Imbued with the necessary magic to cast Lunabilities, these skulls can cause headaches. However, slain skulls often drop valuable crafting materials, so don't shy away from a fight.

Skullhead

HP: 37 **PWR:** 35
ENR: 32 **DEX:** 27
AGL: 29 **INT:** 15
PSY: 15 **LGC:** 15
EXP: 11 **Element:** —
Lunabilities: —
Gold carried: 30
Items carried: Silver fitting, gold fitting, moon fitting

Bonehead

HP: 65 **PWR:** 68
ENR: 60 **DEX:** 36
AGL: 29 **INT:** 25
PSY: 25 **LGC:** 18
EXP: 19 **Element:** —
Lunabilities: Tox I, Atra I
Gold carried: 45
Items carried: Silver fitting, gold fitting, moon fitting

Deadhead

HP: 270 **PWR:** 141
ENR: 140 **DEX:** 79
AGL: 64 **INT:** 40
PSY: 50 **LGC:** 38
EXP: 91 **Element:** —
Lunabilities: Hard Attack, Para Dance, Frost I
Gold carried: 160
Items carried: Silver fitting, gold fitting, moon fitting

Cursed Skull

HP: 330 **PWR:** 162
ENR: 165 **DEX:** 88
AGL: 74 **INT:** 60
PSY: 61 **LGC:** 40
EXP: 135 **Element:** —
Lunabilities: Crush Attack, Confu Dance, Petrazem
Gold carried: 250
Items carried: Silver fitting, gold fitting, moon fitting

Cold Skull

HP: 380 **PWR:** 170
ENR: 180 **DEX:** 92
AGL: 80 **INT:** 75
PSY: 70 **LGC:** 46
EXP: 150 **Element:** Water
Lunabilities: Meteor Attack, Charm Dance, Frostem
Gold carried: 630
Items carried: Silver fitting, gold fitting, moon fitting

Ghoul Head

HP: 510 **PWR:** 247
ENR: 302 **DEX:** 134
AGL: 109 **INT:** 90
PSY: 140 **LGC:** 70
EXP: 315 **Element:** —
Lunabilities: Necrozem, Zephyrbraxis II
Gold carried: 820
Items carried: Silver fitting, gold fitting, moon fitting

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Sorcerer's Skull
HP: 600 **PWR:** 276
ENR: 356 **DEX:** 142
AGL: 117 **INT:** 110
PSY: 110 **LGC:** 75
EXP: 400 **Element:** —
Lunabilities: Pyrobraxis II, Atrazem, Vyrazem II, Restore II
Gold carried: 940
Items carried: Silver fitting, gold fitting, moon fitting

Helmets



As if dealing with floating skulls wasn't enough, there are several models of magical helmets roaming the country-side, seeking to bludgeon adventurers trying to cross the treacherous unknown.

Night Helm
HP: 650 **PWR:** 234
ENR: 290 **DEX:** 118
AGL: 94 **INT:** 90
PSY: 100 **LGC:** 65
EXP: 255 **Element:** —
Lunabilities: Pyrobraxis II, Barricade II
Gold carried: 900
Items carried: Silver chain, gold chain, moon chain

Dark Helm
HP: 900 **PWR:** 250
ENR: 310 **DEX:** 130
AGL: 111 **INT:** 120
PSY: 130 **LGC:** 90
EXP: 330 **Element:** —
Lunabilities: Pyrobraxis II, Barricade II
Gold carried: 1300
Items carried: Silver chain, gold chain, moon chain

Fangs

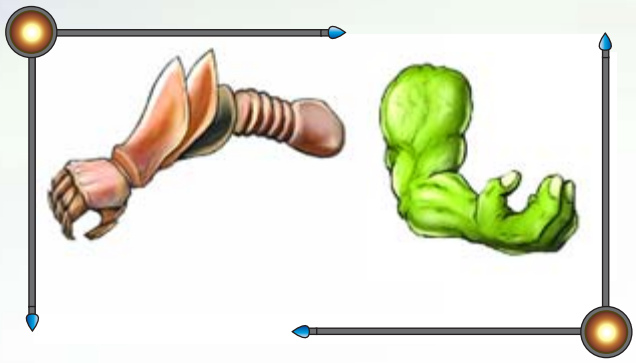


Be careful when dealing with these snapping beasts—if you're not in tiptop condition before the engagement, you risk biting off more than you can chew.

Jaws of Evil
HP: 350 **PWR:** 143
ENR: 151 **DEX:** 79
AGL: 68 **INT:** 40
PSY: 60 **LGC:** 40
EXP: 105 **Element:** —
Lunabilities: Depetrify
Gold carried: 450
Items carried: Beast fang, monster fang, mystical fang

Poison Fang
HP: 600 **PWR:** 246
ENR: 302 **DEX:** 130
AGL: 102 **INT:** 60
PSY: 90 **LGC:** 60
EXP: 390 **Element:** Water
Lunabilities: Decharm
Gold carried: 820
Items carried: Beast fang, monster fang, mystical fang

Disembodied Arms



Somewhere there are monsters feeling the effects of phantom limb syndrome. These wandering appendages are always looking for a good fight, ready to slap some sense into any hero who foolishly crosses into their territory. Defeat these flailing foes and enjoy the crafting materials they regularly drop.

Bone Fist
HP: 30 **PWR:** 39
ENR: 20 **DEX:** 27
AGL: 25 **INT:** 9
PSY: 13 **LGC:** 12
EXP: 12 **Element:** —
Lunabilities: —
Gold carried: 30
Items carried: Silver inlay, heavy bowstring, silk bowstring

Skeletal Arm
HP: 155 **PWR:** 98
ENR: 96 **DEX:** 59
AGL: 49 **INT:** 30
PSY: 39 **LGC:** 36
EXP: 24 **Element:** —
Lunabilities: —
Gold carried: 200
Items carried: Silver inlay, steel bowstring, heavy bowstring

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Death Grip
HP: 210 **PWR:** 113
ENR: 128 **DEX:** 68
AGL: 57 **INT:** 34
PSY: 43 **LGC:** 38
EXP: 65 **Element:** —
Lunabilities: —
Gold carried: 310
Items carried: Gold inlay, silk bowstring, steel bowstring

Horror Hand
HP: 270 **PWR:** 140
ENR: 148 **DEX:** 80
AGL: 65 **INT:** 38
PSY: 50 **LGC:** 41
EXP: 85 **Element:** —
Lunabilities: Frostem
Gold carried: 390
Items carried: Gold inlay, heavy bowstring, silk bowstring

Ghoul Crusher
HP: 480 **PWR:** 248
ENR: 299 **DEX:** 128
AGL: 103 **INT:** 70
PSY: 100 **LGC:** 65
EXP: 300 **Element:** —
Lunabilities: —
Gold carried: 640
Items carried: Moon inlay, steel bowstring, heavy bowstring

Grave Grip
HP: 550 **PWR:** 272
ENR: 334 **DEX:** 141
AGL: 115 **INT:** 75
PSY: 110 **LGC:** 70
EXP: 390 **Element:** Earth
Lunabilities: Frostem
Gold carried: 1,050
Items carried: Moon inlay, silk bowstring, steel bowstring

Armored Fist
HP: 150 **PWR:** 66
ENR: 76 **DEX:** 44
AGL: 35 **INT:** 25
PSY: 30 **LGC:** 30
EXP: 15 **Element:** —
Lunabilities: Fatale I
Gold carried: 180
Items carried: Silver inlay, hide glove, iron barb

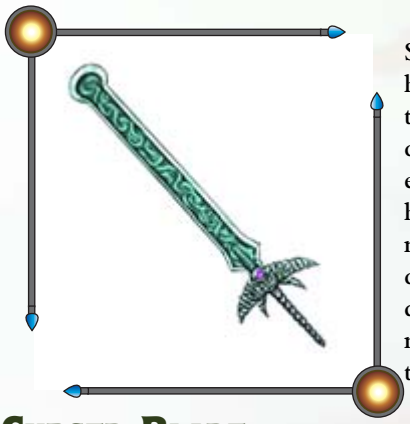
Silver Fist
HP: 400 **PWR:** 140
ENR: 168 **DEX:** 83
AGL: 68 **INT:** 40
PSY: 55 **LGC:** 40
EXP: 90 **Element:** Earth
Lunabilities: Virazna II, Fatale I
Gold carried: 450
Items carried: Gold inlay, light glove, steel barb

Demon Hand
HP: 500 **PWR:** 280
ENR: 300 **DEX:** 130
AGL: 105 **INT:** 58
PSY: 85 **LGC:** 54
EXP: 360 **Element:** —
Lunabilities: Virazna II, Fatale I
Gold carried: 900
Items carried: Moon inlay, mesh glove, magic barb

Evil Fist
HP: 300 **PWR:** 126
ENR: 110 **DEX:** 68
AGL: 54 **INT:** 30
PSY: 45 **LGC:** 36
EXP: 46 **Element:** —
Lunabilities: —
Gold carried: 350
Items carried: Light glove, metal bangle, dark ring

Necro Fist
HP: 600 **PWR:** 246
ENR: 254 **DEX:** 106
AGL: 92 **INT:** 50
PSY: 78 **LGC:** 50
EXP: 245 **Element:** —
Lunabilities: —
Gold carried: 1,050
Items carried: Mesh glove, dark bracelet, dark ring

Floating Swords



Sparks fly when heroes challenge these magical blades, cursed to drift for eternity without a hand to hold. If you need materials to craft a new sword, defeat these metal monsters and reap the rewards.

Cursed Blade
HP: 280 **PWR:** 145
ENR: 138 **DEX:** 74
AGL: 66 **INT:** 40
PSY: 70 **LGC:** 50
EXP: 100 **Element:** —
Lunabilities: Decharm
Gold carried: 300
Items carried: Iron blade, steel blade, magic blade

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Death Blade
HP: 600 **PWR:** 262
ENR: 266 **DEX:** 115
AGL: 95 **INT:** 50
PSY: 110 **LGC:** 65
EXP: 400 **Element:** —
Lunabilities: Decharm
Gold carried: 800
Items carried: Steel blade, magic blade, moon blade

Jars



Trouble spills over when you have to fight against this potent pottery. Jars and jugs, once basic ceramics until an evil force brought them to life, overflow with magical Lunabilities. Put the lid on them when possible—especially those aligned with elements.

Inferno Jar
HP: 240 **PWR:** 121
ENR: 137 **DEX:** 66
AGL: 53 **INT:** 68
PSY: 68 **LGC:** 45
EXP: 46 **Element:** Fire
Lunabilities: Pyrobraxis II, Pyroquum II
Gold carried: 550
Items carried: Metal orb, fire soul, cheese

Magma Jar
HP: 350 **PWR:** 160
ENR: 165 **DEX:** 90
AGL: 71 **INT:** 110
PSY: 85 **LGC:** 68
EXP: 110 **Element:** Fire
Lunabilities: Pyrobraxis II, Pyroquum II
Gold carried: 900
Items carried: Metal orb, fire soul, cheese

Stone Jar
HP: 130 **PWR:** 68
ENR: 80 **DEX:** 42
AGL: 30 **INT:** 40
PSY: 50 **LGC:** 30
EXP: 25 **Element:** Earth
Lunabilities: Terrabraxis I, Terraquum II
Gold carried: 150
Items carried: Rock orb, earth soul, cheese

Earth Jar
HP: 165 **PWR:** 112
ENR: 114 **DEX:** 58
AGL: 47 **INT:** 60
PSY: 65 **LGC:** 40
EXP: 18 **Element:** Earth
Lunabilities: Terrabraxis I, Terraquum II
Gold carried: 400
Items carried: Rock orb, earth soul, cheese

Death Jar
HP: 290 **PWR:** 117
ENR: 134 **DEX:** 67
AGL: 55 **INT:** 71
PSY: 70 **LGC:** 48
EXP: 50 **Element:** Earth
Lunabilities: Terrabraxis II, Terraquum II
Gold carried: 600
Items carried: Rock orb, earth soul, cheese

Cursed Jar
HP: 400 **PWR:** 138
ENR: 157 **DEX:** 83
AGL: 68 **INT:** 92
PSY: 75 **LGC:** 65
EXP: 100 **Element:** Earth
Lunabilities: Terrabraxis II, Terraquum II
Gold carried: 800
Items carried: Rock orb, earth soul, cheese

Quake Jar
HP: 500 **PWR:** 183
ENR: 186 **DEX:** 100
AGL: 70 **INT:** 105
PSY: 100 **LGC:** 75
EXP: 200 **Element:** Earth
Lunabilities: Terrabraxis II, Terraquum II
Gold carried: 1,300
Items carried: Rock orb, earth soul, cheese

Water Jar
HP: 250 **PWR:** 105
ENR: 124 **DEX:** 68
AGL: 51 **INT:** 67
PSY: 65 **LGC:** 42
EXP: 45 **Element:** Water
Lunabilities: Aquabraxis II, Aquaquum II
Gold carried: 540
Items carried: Magic orb, water soul, cheese

Aqua Jar
HP: 340 **PWR:** 166
ENR: 194 **DEX:** 97
AGL: 66 **INT:** 100
PSY: 89 **LGC:** 70
EXP: 180 **Element:** Water
Lunabilities: Aquabraxis II, Aquaquum II
Gold carried: 1,010
Items carried: Magic orb, water soul, cheese

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Wind Jar
HP: 290 **PWR:** 126
ENR: 138 **DEX:** 69
AGL: 57 **INT:** 75
PSY: 70 **LGC:** 70
EXP: 50 **Element:** Wind
Lunabilities: Zephyrbraxis II, Aquaquum II
Gold carried: 600
Items carried: Illusion orb, wind soul, cheese

Fairies



Everything you read in fairy tales is a lie—pixies and sprites are not the proprietors of pleasant dreams and granted wishes. Fairies may be small, but there is enough magic compacted in their little wings to cause a big problem for unprepared heroes. They drop orbs and herbs when defeated, but if you are lucky, sometimes you can taste the sweet nectar called fairy milk.

Fairy Orb
HP: 65 **PWR:** 37
ENR: 40 **DEX:** 30
AGL: 24 **INT:** 25
PSY: 28 **LGC:** 18
EXP: 18 **Element:** —
Lunabilities: Aqua I
Gold carried: 60
Items carried: Rock orb, wisdom herb, fairy milk

Miracle Orb
HP: 200 **PWR:** 100
ENR: 114 **DEX:** 64
AGL: 53 **INT:** 54
PSY: 50 **LGC:** 40
EXP: 46 **Element:** —
Lunabilities: Aqua I, Remzem, Lunaliza I, Restoras II
Gold carried: 340
Items carried: Metal orb, wisdom herb, fairy milk

Cursed Orb
HP: 350 **PWR:** 166
ENR: 180 **DEX:** 88
AGL: 73 **INT:** 70
PSY: 65 **LGC:** 48
EXP: 110 **Element:** —
Lunabilities: Aqua II, Remzem, Lunaliza II, Restoras II
Gold carried: 510
Items carried: Magic orb, wisdom herb, fairy milk

Death Orb
HP: 450 **PWR:** 239
ENR: 280 **DEX:** 121
AGL: 96 **INT:** 90
PSY: 90 **LGC:** 63
EXP: 310 **Element:** —
Lunabilities: Aqua II, Remzem, Lunaliza II, Restoras II
Gold carried: 620
Items carried: Illusion orb, wisdom herb, fairy milk

Morezard Warriors



The Morezard are a race of lizard men in the Dark Lord's service. These scaly serpents show no mercy when dealing with humans. The Morezard are divided by rank, with fighters and barbarians offering little challenge to a skilled hero. But when you get past the new recruits and runts, accomplished warriors like Morezard soldiers are ready to show you how dangerous it is to provoke their fork-tongued rage.

Morezard Fighter
HP: 40 **PWR:** 38
ENR: 34 **DEX:** 29
AGL: 28 **INT:** 18
PSY: 23 **LGC:** 21
EXP: 12 **Element:** —
Lunabilities: —
Gold carried: 75
Items carried: Power herb, angel kiss, hardbone hilt

Morezard Barbarian
HP: 88 **PWR:** 67
ENR: 72 **DEX:** 43
AGL: 36 **INT:** 22
PSY: 23 **LGC:** 21
EXP: 24 **Element:** —
Lunabilities: —
Gold carried: 120
Items carried: Potion, poison, iron blade

Morezard Warrior
HP: 180 **PWR:** 75
ENR: 82 **DEX:** 51
AGL: 46 **INT:** 24
PSY: 33 **LGC:** 28
EXP: 30 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 160
Items carried: Potion, dark potion, iron blade

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Morezard Sergeant
HP: 195 **PWR:** 92
ENR: 106 **DEX:** 58
AGL: 47 **INT:** 28
PSY: 40 **LGC:** 40
EXP: 40 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 240
Items carried: Potion, angel kiss, iron blade

Morezard Captain
HP: 235 **PWR:** 125
ENR: 138 **DEX:** 71
AGL: 60 **INT:** 36
PSY: 52 **LGC:** 48
EXP: 60 **Element:** —
Lunabilities: Triple Cut, Jumping Slash, Petrazem
Gold carried: 510
Items carried: Potion, dark potion, steel blade

Morezard Soldier
HP: 680 **PWR:** 270
ENR: 340 **DEX:** 135
AGL: 115 **INT:** 115
PSY: 120 **LGC:** 90
EXP: 285 **Element:** —
Lunabilities: Triple Slash, Flame Slash
Gold carried: 700
Items carried: Large potion, dark potion, magic blade

Morezard Champion
HP: 280 **PWR:** 137
ENR: 140 **DEX:** 82
AGL: 69 **INT:** 46
PSY: 60 **LGC:** 55
EXP: 96 **Element:** —
Lunabilities: Triple Slash, Flame Slash, Parlizem
Gold carried: 900
Items carried: Mid potion, tranquilizer, steel blade

Morezard Hunter
HP: 320 **PWR:** 159
ENR: 180 **DEX:** 94
AGL: 78 **INT:** 48
PSY: 70 **LGC:** 68
EXP: 140 **Element:** —
Lunabilities: Slashing Dance, Flame Slash, Restoras II
Gold carried: 1,050
Items carried: Large potion, poison, magic blade

Morezard Guardian
HP: 400 **PWR:** 187
ENR: 200 **DEX:** 101
AGL: 85 **INT:** 50
PSY: 80 **LGC:** 80
EXP: 192 **Element:** —
Lunabilities: Slashing Dance, Wind Slash, Ragezem
Gold carried: 1,400
Items carried: Large potion, dark potion, magic blade

Morezard Magicians



The smarter Morezard pick up a wand instead of a sword and learn ancient magic. Beware of the Lunability-leaning Morezard mystics, as they constantly fight you for control of the Lunar Gauge in what always turns into a battle of brains, not just brawn.

Morezard Shaman
HP: 160 **PWR:** 86
ENR: 96 **DEX:** 59
AGL: 49 **INT:** 45
PSY: 35 **LGC:** 30
EXP: 22 **Element:** —
Lunabilities: Pyro I, Pyrobraxis I, Restoras I, Depetrify
Gold carried: 60
Items carried: Rock orb, light pole, angel kiss

Morezard Magician
HP: 180 **PWR:** 102
ENR: 117 **DEX:** 68
AGL: 52 **INT:** 58
PSY: 45 **LGC:** 42
EXP: 40 **Element:** —
Lunabilities: Hard Hit, Aqua I, Aquabraxis I, Luna Prism I, Depetrify
Gold carried: 200
Items carried: Metal orb, heavy pole, angel kiss

Morezard Priest
HP: 210 **PWR:** 120
ENR: 138 **DEX:** 75
AGL: 58 **INT:** 62
PSY: 50 **LGC:** 56
EXP: 48 **Element:** —
Lunabilities: Zephyr I, Aquabraxis I, Restoras I, Barricade I
Gold carried: 350
Items carried: Magic orb, heavy pole, tranquilizer

Morezard Warlock
HP: 210 **PWR:** 133
ENR: 150 **DEX:** 81
AGL: 67 **INT:** 72
PSY: 62 **LGC:** 64
EXP: 48 **Element:** —
Lunabilities: Hard Strike, Terra I, Pyrobraxis I, Barricade II, Depetrify
Gold carried: 520
Items carried: Rock orb, heavy pole, poison

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Morezard Bishop

HP: 280 **PWR:** 157
ENR: 184 **DEX:** 94
AGL: 77 **INT:** 90
PSY: 80 **LGC:** 70
EXP: 150 **Element:** —
Lunabilities: Aquabraxis II, Zephyr II, Toxizem, Restoras II, Depetrify
Gold carried: 700
Items carried: Metal orb, heavy pole, dark potion

Morezard Mage

HP: 330 **PWR:** 181
ENR: 210 **DEX:** 100
AGL: 80 **INT:** 110
PSY: 70 **LGC:** 52
EXP: 185 **Element:** —
Lunabilities: Terrabraxis II, Terra II, Remzem, Barricade II, Decharm
Gold carried: 850
Items carried: Magic orb, dark pole, angel kiss

Morezard Wizard

HP: 470 **PWR:** 229
ENR: 266 **DEX:** 115
AGL: 94 **INT:** 120
PSY: 85 **LGC:** 60
EXP: 240 **Element:** —
Lunabilities: Zephyrbraxis II, Zephyr II, Ragezem, Lunagarte II, Decharm
Gold carried: 920
Items carried: Rock orb, dark pole, tranquilizer

Morezard Sorcerer

HP: 420 **PWR:** 242
ENR: 294 **DEX:** 136
AGL: 113 **INT:** 130
PSY: 100 **LGC:** 65
EXP: 321 **Element:** —
Lunabilities: Meteor Strike, Pyrobraxis II, Remzem, Lunagarte II, Decharm
Gold carried: 1,100
Items carried: Metal orb, dark pole, poison

Evil Egg

HP: 500 **PWR:** 122
ENR: 136 **DEX:** 66
AGL: 50 **INT:** 150
PSY: 120 **LGC:** 100
EXP: 100 **Element:** —
Lunabilities: Necrozem, Toxizem, Pyro II, Barricade I, Fatale II
Gold carried: 400
Items carried: Red egg, papyrus, light frame

Wonder Egg

HP: 700 **PWR:** 150
ENR: 200 **DEX:** 59
AGL: 50 **INT:** 200
PSY: 160 **LGC:** 125
EXP: 200 **Element:** —
Lunabilities: Necrozem, Toxizem, Aqua II, Barricade I, Fatale II
Gold carried: 650
Items carried: Red egg, papyrus, heavy frame

Death Egg

HP: 1,000 **PWR:** 185
ENR: 300 **DEX:** 30
AGL: 54 **INT:** 150
PSY: 150 **LGC:** 150
EXP: 300 **Element:** —
Lunabilities: Necrozem, Petrazem, Zephyr II, Luna Mirror II, Fatale II
Gold carried: 950
Items carried: Red egg, papyrus, magic frame

Demon Seed

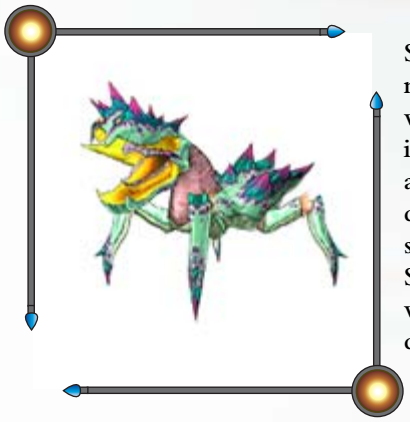
HP: 3,000 **PWR:** 270
ENR: 400 **DEX:** 125
AGL: 88 **INT:** 500
PSY: 300 **LGC:** 200
EXP: 2,000 **Element:** —
Lunabilities: Necrozem, Petrazem, Terra II, Luna Mirror II, Fatale II
Gold carried: 1,250
Items carried: Red egg, papyrus, moon frame

Eggs



Thanks to their excellent armor, these eggs are tough to crack. Nasty monsters are sealed inside a magical shell, and the eggs have access to some of the best Lunabilities ever written in the enchanted texts. Be careful that it's not you who gets scrambled during a fierce fight.

Spiders



Spiders are rare monsters in Foo, so when you see a roving pack of these angry arachnids, charge in with a sword in each hand. Spiders drop string, which is used to create magical bows.

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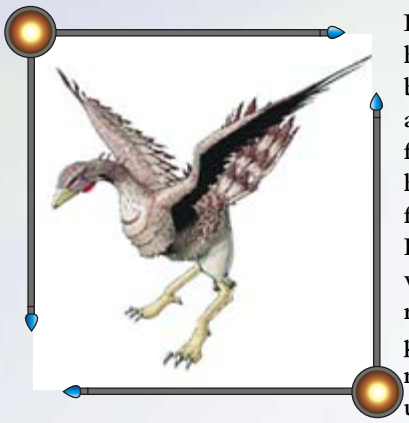
Tarantula

HP: 230 **PWR:** 128
ENR: 124 **DEX:** 67
AGL: 57 **INT:** 30
PSY: 45 **LGC:** 35
EXP: 50 **Element:** —
Lunabilities: Poison mist, jump attack
Gold carried: 95
Items carried: Hemp string, silk string, steel string

Jail Spider

HP: 520
PWR: 232
ENR: 276
DEX: 115
AGL: 90
INT: 60
PSY: 75
LGC: 65
EXP: 240
Element: Water
Lunabilities: Death Mist, Hard Slash
Gold carried: 800
Items carried: Hemp string, silk string, steel string

Birds



Because the skies have been taken over by vicious dragons and mean-spirited fairies, most birds have permanently flown south. However, a few winged beasts remain, eager to prove they can be as nasty as spiders, undead, and skeletons.

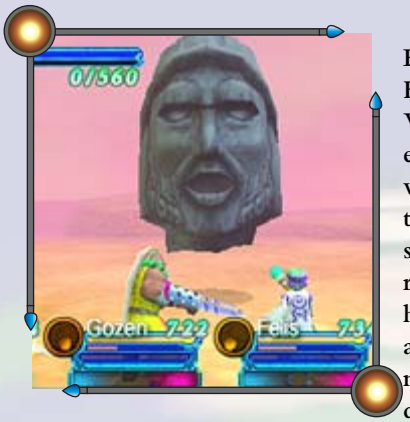
Cockatrice

HP: 165 **PWR:** 102
ENR: 102 **DEX:** 56
AGL: 47 **INT:** 33
PSY: 42 **LGC:** 35
EXP: 20 **Element:** —
Lunabilities: Wing Cutter, Needle Picks
Gold carried: 110
Items carried: Dark herb, beast meat, red egg

Vemos Bird

HP: 650 **PWR:** 240
ENR: 295 **DEX:** 128
AGL: 102 **INT:** 85
PSY: 105 **LGC:** 82
EXP: 295 **Element:** Wind
Lunabilities: Flame Flap, Hard Picks
Gold carried: 920
Items carried: Dark herb, beast meat, red egg

Rocks



Even the stones in Foo are against you. When traveling in earthy environments, watch out for these thick-skinned monsters. These living rocks are blessed with high defensive stats and plentiful HP, making them formidable foes on the battlefield. You must have the means of staying healthy if you want to outlast these slow-moving but deadly boulders.

Blast Rock

HP: 340 **PWR:** 147
ENR: 160 **DEX:** 76
AGL: 63 **INT:** 55
PSY: 60 **LGC:** 55
EXP: 100 **Element:** —
Lunabilities: Pyrobraxis I, Aquabraxis I, Zephyrbraxis I, Luna Mirror I
Gold carried: 420
Items carried: Iron, sandstone, papyrus

Eruption

HP: 650 **PWR:** 226
ENR: 267 **DEX:** 116
AGL: 93 **INT:** 110
PSY: 100 **LGC:** 105
EXP: 300 **Element:** —
Lunabilities: Aquabraxis II, Zephyrbraxis II, Toxizem, Luna Mirror I
Gold carried: 750
Items carried: Alloy, iron filings, papyrus

Ancient Destroyer

HP: 1,000 **PWR:** 252
ENR: 300 **DEX:** 130
AGL: 94 **INT:** 135
PSY: 105 **LGC:** 110
EXP: 500 **Element:** —
Lunabilities: Pyrobraxis II, Aquabraxis II, Terrabraxis II, Luna Mirror II
Gold carried: 810
Items carried: Moon alloy, moon powder, papyrus

Granite Head

HP: 400 **PWR:** 155
ENR: 184 **DEX:** 81
AGL: 68 **INT:** 130
PSY: 65 **LGC:** 40
EXP: 150 **Element:** Earth
Lunabilities: Terra I, Terrabraxis I, Petrazem, Barricade II
Gold carried: 500
Items carried: Iron, sandstone, steel

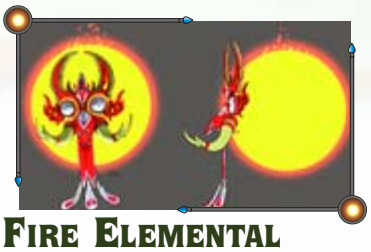
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Metalhead
HP: 600 **PWR:** 228
ENR: 284 **DEX:** 116
AGL: 89 **INT:** 170
PSY: 100 **LGC:** 55
EXP: 320 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Petrazem, Barricade II
Gold carried: 940
Items carried: Alloy, iron filings, ink

King Rock
HP: 800 **PWR:** 255
ENR: 360 **DEX:** 132
AGL: 96 **INT:** 190
PSY: 105 **LGC:** 70
EXP: 450 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Petrazem, Barricade II
Gold carried: 1,050
Items carried: Moon alloy, moon powder, ink

Elementals

Fire



Forged out of sacred flame, these elementals burn through the air, attacking heroes with searing strikes.

Fire Elemental
HP: 120 **PWR:** 57
ENR: 53 **DEX:** 46
AGL: 30 **INT:** 45
PSY: 45 **LGC:** 35
EXP: 30 **Element:** Fire
Lunabilities: Pyro I, Pyrobraxis I, Feebos I
Gold carried: 175
Items carried: Rock orb, iron filings, fire soul

Pyro Elemental
HP: 220 **PWR:** 262
ENR: 326 **DEX:** 142
AGL: 105 **INT:** 145
PSY: 96 **LGC:** 118
EXP: 346 **Element:** Fire
Lunabilities: Pyro II, Pyrobraxis I, Parlizem, Feebos II
Gold carried: 1,250
Items carried: Magic orb, iron filings, fire soul

Earth



These hard elementals are made from the purest stone in the world and are gifted with a magical hide that can repel even the toughest attacks.

Earth Force
HP: 300 **PWR:** 140
ENR: 140 **DEX:** 75
AGL: 51 **INT:** 65
PSY: 60 **LGC:** 41
EXP: 48 **Element:** Earth
Lunabilities: Terra I, Terrabraxis I, Petrify I, Barricade I
Gold carried: 180
Items carried: Sandstone, steel, earth soul

Geo Elemental
HP: 500 **PWR:** 160
ENR: 190 **DEX:** 84
AGL: 68 **INT:** 78
PSY: 82 **LGC:** 53
EXP: 140 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Petrify II, Barricade II
Gold carried: 150
Items carried: Iron filings, steel, earth soul

Geo Force
HP: 800 **PWR:** 240
ENR: 292 **DEX:** 120
AGL: 87 **INT:** 100
PSY: 90 **LGC:** 65
EXP: 250 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Petrazem, Barricade II
Gold carried: 200
Items carried: Iron filings, alloy, earth soul

Geo Core
HP: 500 **PWR:** 252
ENR: 330 **DEX:** 140
AGL: 98 **INT:** 130
PSY: 100 **LGC:** 80
EXP: 300 **Element:** Earth
Lunabilities: Terra II, Terrabraxis II, Petrazem, Barricade II
Gold carried: 400
Items carried: Moon powder, moon alloy, earth soul

Water



Woe to the adventurer who tries to battle these watery wonders with fire-based attacks.

Water Elemental
HP: 33 **PWR:** 32
ENR: 30 **DEX:** 30
AGL: 23 **INT:** 30
PSY: 14 **LGC:** 16
EXP: 15 **Element:** Water
Lunabilities: Aqua I, Restore I, Lunaguard I
Gold carried: 40
Items carried: Spring water, herb, water soul

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Liquid Elemental

HP: 180 **PWR:** 78
ENR: 92 **DEX:** 53
AGL: 38 **INT:** 65
PSY: 52 **LGC:** 46
EXP: 20 **Element:** Water
Lunabilities: Aqua I, Restoras I, Lunaguard I
Gold carried: 200
Items carried: Spring water, herb, water soul

Aqua Elemental

HP: 260 **PWR:** 102
ENR: 110 **DEX:** 68
AGL: 46 **INT:** 70
PSY: 58 **LGC:** 50
EXP: 45 **Element:** Water
Lunabilities: Aqua I, Aquabraxis I, Restoras I, Lunaguard I
Gold carried: 250
Items carried: Spring water, herb, water soul

Water Force

HP: 280 **PWR:** 112
ENR: 130 **DEX:** 69
AGL: 48 **INT:** 80
PSY: 62 **LGC:** 52
EXP: 50 **Element:** Water
Lunabilities: Aquabraxis I, Restoras I, Lunaguard I
Gold carried: 300
Items carried: Spring water, herb, water soul

Liquid Force

HP: 340 **PWR:** 140
ENR: 148 **DEX:** 81
AGL: 56 **INT:** 90
PSY: 71 **LGC:** 62
EXP: 90 **Element:** Water
Lunabilities: Aquabraxis I, Aqua II, Restoras I, Lunaguard I
Gold carried: 400
Items carried: Spring water, herb, water soul

Aqua Force

HP: 370 **PWR:** 187
ENR: 190 **DEX:** 93
AGL: 76 **INT:** 100
PSY: 86 **LGC:** 88
EXP: 170 **Element:** Water
Lunabilities: Aqua II, Aquabraxis II, Restoras II, Lunaguard I
Gold carried: 600
Items carried: Spring water, herb, water soul

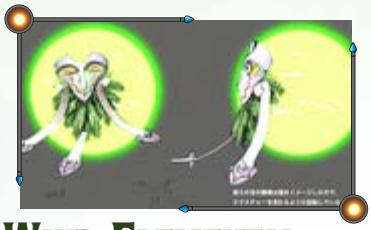
Water Core

HP: 500 **PWR:** 220
ENR: 280 **DEX:** 120
AGL: 85 **INT:** 120
PSY: 95 **LGC:** 100
EXP: 250 **Element:** Water
Lunabilities: Aqua II, Aquabraxis II, Restoras II, Lunaguard I
Gold carried: 800
Items carried: Spring water, herb, water soul

Liquid Core

HP: 650 **PWR:** 255
ENR: 320 **DEX:** 139
AGL: 100 **INT:** 140
PSY: 105 **LGC:** 110
EXP: 320 **Element:** Water
Lunabilities: Aqua II, Aquabraxis II, Restoras II, Lunaguard I
Gold carried: 1,200
Items carried: Spring water, herb, water soul

Wind



Corralling the forces that create the wind, the elementals blow away heroes who come to battle without the means of weathering the storm.

Wind Elemental

HP: 240 **PWR:** 80
ENR: 104 **DEX:** 54
AGL: 39 **INT:** 50
PSY: 55 **LGC:** 50
EXP: 45 **Element:** Wind
Lunabilities: Zephyr I, Zephyrbraxis I, Pacima I
Gold carried: 210
Items carried: Mid potion, large potion, wind soul

Storm Elemental

HP: 240 **PWR:** 102
ENR: 100 **DEX:** 68
AGL: 46 **INT:** 60
PSY: 60 **LGC:** 55
EXP: 45 **Element:** Wind
Lunabilities: Zephyr I, Zephyrbraxis I, Pacima I
Gold carried: 240
Items carried: Mid potion, large potion, wind soul

Zephyr Elemental

HP: 300 **PWR:** 122
ENR: 148 **DEX:** 78
AGL: 54 **INT:** 70
PSY: 70 **LGC:** 60
EXP: 85 **Element:** Wind
Lunabilities: Zephyr II, Zephyrbraxis II, Pacima II
Gold carried: 380
Items carried: Mid potion, large potion, wind soul

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Wind Force

HP: 360 **PWR:** 166
ENR: 170 **DEX:** 92
AGL: 68 **INT:** 90
PSY: 80 **LGC:** 70
EXP: 130 **Element:** Wind
Lunabilities: Zephyr II, Zephyrbraxis II, Pacima II
Gold carried: 580
Items carried: Mid potion, large potion, wind soul

Storm Force

HP: 420 **PWR:** 190
ENR: 200 **DEX:** 93
AGL: 76 **INT:** 100
PSY: 100 **LGC:** 95
EXP: 240 **Element:** Wind
Lunabilities: Zephyr II, Zephyrbraxis II, Pacima II
Gold carried: 600
Items carried: Mid potion, large potion, wind soul

Wind Core

HP: 600 **PWR:** 240
ENR: 298 **DEX:** 134
AGL: 94 **INT:** 130
PSY: 120 **LGC:** 110
EXP: 280 **Element:** Wind
Lunabilities: Zephyr II, Zephyrbraxis II, Pacima II
Gold carried: 1,150
Items carried: Mid potion, large potion, wind soul

Pure Elementals

These elementals are not aligned with fire, water, earth, or air, but are a strange combination of all four. Their elemental properties cancel each other out, but these monsters can still protect themselves with a stunning array of powerful Lunabilities.

Elemental Seeker

HP: 800 **PWR:** 250
ENR: 280 **DEX:** 136
AGL: 100 **INT:** 160
PSY: 100 **LGC:** 70
EXP: 500 **Element:** —
Lunabilities: Pyrobraxis II, Aquabraxis II, Vyrazem II, Luna Barrier II, Restoras II
Gold carried: 2,000
Items carried: Water soul, fire soul, wind soul

Elemental Core

HP: 1,200 **PWR:** 275
ENR: 350 **DEX:** 140
AGL: 106 **INT:** 200
PSY: 120 **LGC:** 80
EXP: 1,000 **Element:** —
Lunabilities: Aquabraxis II, Zephyrbraxis II, Vyrazem II, Luna Barrier II, Restoras II
Gold carried: 3,000
Items carried: Earth soul, water soul, fire soul

Artificial Monsters



Remnants of the Dark Lord's first army, these shambling zombies come out of the Forgotten Prison to wreak havoc and horror on Foo's peaceful people.

Necroberg Warrior

HP: 500 **PWR:** 167
ENR: 155 **DEX:** 78
AGL: 67 **INT:** 38
PSY: 35 **LGC:** 40
EXP: 138 **Element:** —
Lunabilities: Swing Attack, Triple Hit, Fatale I
Gold carried: 400
Items carried: Monster hide, power herb, shaman's armlet

Necroberg Hunter

HP: 620 **PWR:** 250
ENR: 252 **DEX:** 106
AGL: 84 **INT:** 55
PSY: 77 **LGC:** 45
EXP: 250 **Element:** —
Lunabilities: Swing Attack, Triple Hit, Fatale I
Gold carried: 600
Items carried: Mystical hide, power herb, water bracelet

Necroberg Berserker

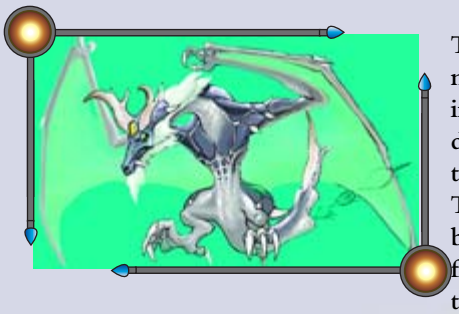
HP: 660 **PWR:** 260
ENR: 280 **DEX:** 110
AGL: 94 **INT:** 59
PSY: 85 **LGC:** 60
EXP: 300 **Element:** —
Lunabilities: Swing Attack, Triple Hit, Fatale II
Gold carried: 800
Items carried: Mystical hide, power herb, earth bracelet

Necroguardian

HP: 750 **PWR:** 290
ENR: 320 **DEX:** 124
AGL: 99 **INT:** 90
PSY: 100 **LGC:** 72
EXP: 420 **Element:** —
Lunabilities: Roll Hammer, Hard Crush, Fatale II
Gold carried: 1,200
Items carried: Mystical hide, power herb, earth bangle

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Dragons



The most majestic creatures in all of Foo, dragons are also the most deadly. These winged beasts descend from the heavens to deal crushing blows with their razor-sharp talons. Heroes might be inclined to avoid combat with them, but the temptation of the mystic ingredients one can cull from a fallen dragon's carcass is too great.

Winged Beast

HP: 200 **PWR:** 115
ENR: 110 **DEX:** 58
AGL: 42 **INT:** 40
PSY: 36 **LGC:** 34
EXP: 20 **Element:** Wind
Lunabilities: Pyro Breath
Gold carried: 200
Items carried: Mystical bone, mystical fang, mystical hide

Dragonspawn

HP: 300 **PWR:** 147
ENR: 146 **DEX:** 79
AGL: 57 **INT:** 65
PSY: 50 **LGC:** 45
EXP: 95 **Element:** —
Lunabilities: Zephyr Breath
Gold carried: 350
Items carried: Mystical bone, mystical fang, mystical hide

Wyvern

HP: 370 **PWR:** 158
ENR: 170 **DEX:** 84
AGL: 66 **INT:** 67
PSY: 55 **LGC:** 47
EXP: 125 **Element:** —
Lunabilities: Mist Breath
Gold carried: 500
Items carried: Mystical bone, mystical fang, mystical hide

Firedrake

HP: 410 **PWR:** 172
ENR: 176 **DEX:** 92
AGL: 68 **INT:** 72
PSY: 58 **LGC:** 50
EXP: 132 **Element:** Fire
Lunabilities: Pyro Breath, Parlizem, Pyro I
Gold carried: 700
Items carried: Mystical bone, mystical fang, mystical blood

Amber Dragon

HP: 600 **PWR:** 244
ENR: 286 **DEX:** 132
AGL: 93 **INT:** 92
PSY: 85 **LGC:** 64
EXP: 330 **Element:** —
Lunabilities: Zephyr Breath, Zephyr II
Gold carried: 850
Items carried: Mystical bone, mystical fang, mystical blood

Combination Monsters

The following monsters are created when one or more of the regular monsters get within close proximity of each other. Combined monsters grow in power with every creature that joins the beastly fusion. Combined monsters are harder to slay than regular foes, but the rewards—from earned EXP to dropped gold—are greater.

Snakes

Pyro Snake

HP: 60 **PWR:** 46
ENR: 70 **DEX:** 38
AGL: 32 **INT:** 20
PSY: 30 **LGC:** 22
EXP: 30 **Element:** Fire
Lunabilities: Poison Fang, Tail Swing
Gold carried: 100
Items carried: Beast blood, beast hide, beast fang

Pyro Python

HP: 250 **PWR:** 90
ENR: 104 **DEX:** 56
AGL: 46 **INT:** 28
PSY: 40 **LGC:** 30
EXP: 100 **Element:** Fire
Lunabilities: Para Fang, Whip Tail
Gold carried: 310
Items carried: Monster blood, monster hide, monster fang

Pyro Naga

HP: 500 **PWR:** 139
ENR: 150 **DEX:** 76
AGL: 64 **INT:** 40
PSY: 55 **LGC:** 35
EXP: 200 **Element:** Fire
Lunabilities: Poison Fang, Death Tail
Gold carried: 800
Items carried: Mystical blood, mystical hide, mystical fang

Zephyr Snake

HP: 800 **PWR:** 164
ENR: 170 **DEX:** 100
AGL: 76 **INT:** 44
PSY: 70 **LGC:** 42
EXP: 180 **Element:** Wind
Lunabilities: Poison Fang, Tail Swing
Gold carried: 1,000
Items carried: Beast blood, beast hide, beast fang

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Zephyr Python

HP: 1,300 **PWR:** 220
ENR: 235 **DEX:** 132
AGL: 93 **INT:** 60
PSY: 82 **LGC:** 60
EXP: 900 **Element:** Wind
Lunabilities: Para Fang, Whip Tail
Gold carried: 2,400
Items carried: Monster blood, monster hide, monster fang

Zephyr Naga

HP: 2,100 **PWR:** 285
ENR: 340 **DEX:** 145
AGL: 102 **INT:** 70
PSY: 102 **LGC:** 70
EXP: 1,800 **Element:** Wind
Lunabilities: Poison Fang, Death Tail
Gold carried: 3,100
Items carried: Mystical blood, mystical hide, mystical fang

Wolves

Timber Wolf

HP: 200 **PWR:** 85
ENR: 80 **DEX:** 45
AGL: 41 **INT:** 28
PSY: 40 **LGC:** 30
EXP: 80 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 250
Items carried: Beast bone, beast meat, monster fang

Shadow Wolf

HP: 400 **PWR:** 110
ENR: 134 **DEX:** 66
AGL: 50 **INT:** 35
PSY: 45 **LGC:** 40
EXP: 100 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 620
Items carried: Beast bone, beast meat, monster fang

Mad Wolf

HP: 800 **PWR:** 170
ENR: 161 **DEX:** 90
AGL: 72 **INT:** 45
PSY: 60 **LGC:** 45
EXP: 200 **Element:** —
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 1,350
Items carried: Monster bone, beast meat, monster fang

Demonic Wolf

HP: 400 **PWR:** 108
ENR: 125 **DEX:** 68
AGL: 52 **INT:** 34
PSY: 45 **LGC:** 35
EXP: 100 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 580
Items carried: Beast bone, beast meat, monster fang

Jagan Wolf

HP: 800 **PWR:** 172
ENR: 170 **DEX:** 93
AGL: 74 **INT:** 44
PSY: 65 **LGC:** 45
EXP: 200 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 1,200
Items carried: Monster bone, beast meat, monster fang

Geo Cerberus

HP: 1,300 **PWR:** 230
ENR: 260 **DEX:** 130
AGL: 88 **INT:** 56
PSY: 85 **LGC:** 53
EXP: 1,000 **Element:** Earth
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 2,800
Items carried: Monster bone, beast meat, monster fang

Mist Wolf

HP: 500 **PWR:** 142
ENR: 160 **DEX:** 75
AGL: 60 **INT:** 40
PSY: 55 **LGC:** 40
EXP: 150 **Element:** Water
Lunabilities: Rolling Bite, Double Fang
Gold carried: 810
Items carried: Monster bone, beast meat, monster fang

Silver Wolf

HP: 1,000 **PWR:** 192
ENR: 210 **DEX:** 102
AGL: 80 **INT:** 50
PSY: 75 **LGC:** 50
EXP: 300 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 2,100
Items carried: Monster bone, beast meat, monster fang

Aqua Cerberus

HP: 1,600 **PWR:** 262
ENR: 276 **DEX:** 134
AGL: 94 **INT:** 60
PSY: 95 **LGC:** 60
EXP: 1,250 **Element:** Water
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 4,000
Items carried: Monster bone, beast meat, monster fang

Death Wolf

HP: 800 **PWR:** 174
ENR: 174 **DEX:** 96
AGL: 75 **INT:** 44
PSY: 65 **LGC:** 45
EXP: 200 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 1,050
Items carried: Monster bone, beast meat, monster fang

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Dusk Fang
HP: 1,300 **PWR:** 234
ENR: 250 **DEX:** 135
AGL: 90 **INT:** 55
PSY: 85 **LGC:** 55
EXP: 1,000 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 2,600
Items carried: Monster bone, beast meat, monster fang

Zephyr Cerberus
HP: 2,200 **PWR:** 300
ENR: 360 **DEX:** 136
AGL: 107 **INT:** 65
PSY: 105 **LGC:** 65
EXP: 2,000 **Element:** Wind
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 6,500
Items carried: Monster bone, beast meat, monster fang

Lunar Wolf
HP: 1,000 **PWR:** 196
ENR: 230 **DEX:** 106
AGL: 82 **INT:** 50
PSY: 75 **LGC:** 50
EXP: 600 **Element:** —
Lunabilities: Rolling Bite, Double Fang
Gold carried: 1,950
Items carried: Monster bone, beast meat, monster fang

Ghost Wolf
HP: 2,000 **PWR:** 268
ENR: 280 **DEX:** 138
AGL: 100 **INT:** 60
PSY: 95 **LGC:** 60
EXP: 1,500 **Element:** —
Lunabilities: Screw Bite, Rapid Fang
Gold carried: 3,650
Items carried: Monster bone, beast meat, monster fang

Pyro Cerberus
HP: 3,000 **PWR:** 345
ENR: 370 **DEX:** 152
AGL: 116 **INT:** 70
PSY: 115 **LGC:** 70
EXP: 2,500 **Element:** Fire
Lunabilities: Tornado Bite, Flash Fang
Gold carried: 8,000
Items carried: Monster bone, beast meat, monster fang

Skulls

Necro Head
HP: 3,500 **PWR:** 336
ENR: 380 **DEX:** 172
AGL: 132 **INT:** 190
PSY: 150 **LGC:** 155
EXP: 4,200 **Element:** —
Lunabilities: Atrazem
Gold carried: 7,000
Items carried: Silver fitting, rock orb, metal orb

Night Skull
HP: 5,000 **PWR:** 375
ENR: 400 **DEX:** 189
AGL: 150 **INT:** 220
PSY: 180 **LGC:** 175
EXP: 7,000 **Element:** —
Lunabilities: Parlizem
Gold carried: 8,700
Items carried: Gold fitting, metal orb, magic orb

Death
HP: 7,000 **PWR:** 415
ENR: 425 **DEX:** 220
AGL: 170 **INT:** 220
PSY: 200 **LGC:** 220
EXP: 10,000 **Element:** —
Lunabilities: Necrozem
Gold carried: 11,500
Items carried: Moon fitting, magic orb, illusion orb

Morezards

Morezard Ghost
HP: 450 **PWR:** 140
ENR: 145 **DEX:** 76
AGL: 66 **INT:** 45
PSY: 55 **LGC:** 40
EXP: 200 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 820
Items carried: Potion, angel kiss, steel blade

Dark Guard
HP: 800 **PWR:** 170
ENR: 180 **DEX:** 93
AGL: 74 **INT:** 50
PSY: 65 **LGC:** 45
EXP: 300 **Element:** —
Lunabilities: Triple Slash, Flame Slash
Gold carried: 1,200
Items carried: Mid potion, tranquilizer, magic blade

Killer Morezard
HP: 1,250 **PWR:** 187
ENR: 215 **DEX:** 98
AGL: 74 **INT:** 55
PSY: 75 **LGC:** 55
EXP: 700 **Element:** —
Lunabilities: Slashing Dance, Wind Slash
Gold carried: 2,500
Items carried: Large potion, poison, moon blade

Dark Morezard
HP: 800 **PWR:** 172
ENR: 172 **DEX:** 95
AGL: 76 **INT:** 45
PSY: 65 **LGC:** 45
EXP: 200 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 1,100
Items carried: Potion, angel kiss, steel blade

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Dark Hunter
HP: 1,250 **PWR:** 190
ENR: 200 **DEX:** 100
AGL: 76 **INT:** 52
PSY: 75 **LGC:** 50
EXP: 700 **Element:** —
Lunabilities: Triple Slash, Flame Slash
Gold carried: 2,350
Items carried: Mid potion, tranquilizer, magic blade

Morezard Master
HP: 2,000 **PWR:** 253
ENR: 300 **DEX:** 130
AGL: 103 **INT:** 64
PSY: 95 **LGC:** 60
EXP: 2,000 **Element:** —
Lunabilities: Slashing Dance, Wind Slash
Gold carried: 4,500
Items carried: Large potion, poison, moon blade

Lunar Morezard
HP: 1,500 **PWR:** 168
ENR: 192 **DEX:** 102
AGL: 77 **INT:** 50
PSY: 75 **LGC:** 50
EXP: 700 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 2,250
Items carried: Potion, angel kiss, steel blade

Morezard Warrior
HP: 3,000 **PWR:** 227
ENR: 268 **DEX:** 114
AGL: 92 **INT:** 57
PSY: 85 **LGC:** 56
EXP: 1,400 **Element:** —
Lunabilities: Triple Slash, Flame Slash
Gold carried: 3,000
Items carried: Mid potion, tranquilizer, magic blade

Death Lizard
HP: 5,000 **PWR:** 259
ENR: 320 **DEX:** 134
AGL: 106 **INT:** 65
PSY: 95 **LGC:** 60
EXP: 2,000 **Element:** —
Lunabilities: Slashing Dance, Wind Slash
Gold carried: 5,000
Items carried: Large potion, poison, moon blade

Mad Morezard
HP: 1,500 **PWR:** 265
ENR: 300 **DEX:** 136
AGL: 107 **INT:** 60
PSY: 95 **LGC:** 60
EXP: 2,000 **Element:** —
Lunabilities: Triple Cut, Jumping Slash
Gold carried: 4,200
Items carried: Potion, angel kiss, steel blade

Lunatic Morezard
HP: 2,000 **PWR:** 295
ENR: 350 **DEX:** 144
AGL: 127 **INT:** 68
PSY: 105 **LGC:** 65
EXP: 2,800 **Element:** —
Lunabilities: Triple Slash, Flame Slash
Gold carried: 6,600
Items carried: Mid potion, tranquilizer, magic blade

Cursed Morezard
HP: 3,000 **PWR:** 346
ENR: 370 **DEX:** 155
AGL: 123 **INT:** 75
PSY: 115 **LGC:** 75
EXP: 3,500 **Element:** —
Lunabilities: Slashing Dance, Wind Slash
Gold carried: 7,500
Items carried: Large potion, poison, moon blade

Mystic Lizard
HP: 2,500 **PWR:** 300
ENR: 360 **DEX:** 146
AGL: 118 **INT:** 160
PSY: 130 **LGC:** 130
EXP: 2,800 **Element:** —
Lunabilities: Aquabraxis II, Zephyrbraxis II, Restore II
Gold carried: 6,100
Items carried: Metal orb, heavy pole, dark potion

Chaos Morezard
HP: 3,500 **PWR:** 342
ENR: 320 **DEX:** 174
AGL: 137 **INT:** 190
PSY: 150 **LGC:** 155
EXP: 4,200 **Element:** —
Lunabilities: —
Gold carried: 7,600
Items carried: Magic orb, dark pole, angel kiss

Battle Lizard
HP: 4,000 **PWR:** 380
ENR: 490 **DEX:** 190
AGL: 154 **INT:** 220
PSY: 175 **LGC:** 190
EXP: 7,000 **Element:** —
Lunabilities: —
Gold carried: 9,300
Items carried: Magic orb, moon pole, dark potion

Skeletons

Bone Guardian
HP: 2,500 **PWR:** 324
ENR: 340 **DEX:** 168
AGL: 132 **INT:** 86
PSY: 130 **LGC:** 75
EXP: 5,600 **Element:** —
Lunabilities: Double Attack
Gold carried: 7,150
Items carried: Steel blade, sandbone hilt, heal scroll

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Skeleton Sorcerer
HP: 4,500 **PWR:** 365
ENR: 392 **DEX:** 191
AGL: 146 **INT:** 100
PSY: 155 **LGC:** 100
EXP: 7,000 **Element:** —
Lunabilities: Double Thrust
Gold carried: 8,800
Items carried: Magic blade, hardbone hilt, heal book

Citadel Carcass
HP: 6,000 **PWR:** 420
ENR: 410 **DEX:** 225
AGL: 172 **INT:** 200
PSY: 185 **LGC:** 150
EXP: 10,000 **Element:** —
Lunabilities: Double Slash
Gold carried: 12,500
Items carried: Moon blade, moonbone hilt, heal tome

Necros

Necro Giant
HP: 2,000 **PWR:** 354
ENR: 370 **DEX:** 142
AGL: 110 **INT:** 65
PSY: 120 **LGC:** 70
EXP: 3,500 **Element:** —
Lunabilities: Swing Attack, Triple Hit
Gold carried: 7,000
Items carried: Mystical hide, power herb, earth bracelet

Necro Executioner
HP: 3,500 **PWR:** 360
ENR: 420 **DEX:** 162
AGL: 135 **INT:** 90
PSY: 145 **LGC:** 80
EXP: 6,300 **Element:** —
Lunabilities: Roll Hammer, Hard Crush
Gold carried: 8,350
Items carried: Mystical hide, power herb, earth bangle

Necro God
HP: 5,000 **PWR:** 450
ENR: 400 **DEX:** 192
AGL: 134 **INT:** 110
PSY: 170 **LGC:** 120
EXP: 9,000 **Element:** —
Lunabilities: Giant Hammer, Meteor Crush
Gold carried: 10,500
Items carried: Mystical hide, power herb, fire bangle

Rocks

Rockhead
HP: 700 **PWR:** 145
ENR: 168 **DEX:** 78
AGL: 58 **INT:** 68
PSY: 70 **LGC:** 45
EXP: 200 **Element:** Earth
Lunabilities: Terra I, Terrabraxis I, Petrazem, Barricade II
Gold carried: 800
Items carried: Steel, sandstone, ink

Stoneface
HP: 1,500 **PWR:** 183
ENR: 260 **DEX:** 106
AGL: 69 **INT:** 100
PSY: 90 **LGC:** 55
EXP: 700 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 2,200
Items carried: Alloy, iron filings, ink

Stonehead
HP: 2,300 **PWR:** 255
ENR: 340 **DEX:** 130
AGL: 92 **INT:** 135
PSY: 115 **LGC:** 65
EXP: 2,000 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 4,100
Items carried: Moon alloy, moon powder, ink

Boulderhead
HP: 1,200 **PWR:** 168
ENR: 200 **DEX:** 92
AGL: 72 **INT:** 165
PSY: 80 **LGC:** 50
EXP: 280 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 1,000
Items carried: Steel, sandstone, ink

Petragod
HP: 2,000 **PWR:** 215
ENR: 280 **DEX:** 125
AGL: 84 **INT:** 120
PSY: 100 **LGC:** 60
EXP: 1,400 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 2,650
Items carried: Alloy, iron filings, ink

Doomhead
HP: 3,000 **PWR:** 294
ENR: 400 **DEX:** 144
AGL: 113 **INT:** 150
PSY: 125 **LGC:** 70
EXP: 2,800 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 6,600
Items carried: Moon alloy, moon powder, ink

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Silent Face
HP: 2,000 **PWR:** 220
ENR: 270 **DEX:** 116
AGL: 88 **INT:** 115
PSY: 105 **LGC:** 58
EXP: 1,400 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 2,500
Items carried: Steel, sandstone, ink

Dead Face
HP: 3,000 **PWR:** 290
ENR: 390 **DEX:** 146
AGL: 114 **INT:** 145
PSY: 130 **LGC:** 68
EXP: 2,800 **Element:** Earth
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 6,400
Items carried: Alloy, iron filings, ink

Desert Demon
HP: 4,500 **PWR:** 374
ENR: 460 **DEX:** 170
AGL: 134 **INT:** 190
PSY: 155 **LGC:** 75
EXP: 4,200 **Element:** Wind
Lunabilities: Terra II, Terrabraxis I, Petrazem, Barricade II
Gold carried: 7,200
Items carried: Moon alloy, moon powder, ink

Dragons

War Dragon
HP: 2,000 **PWR:** 240
ENR: 260 **DEX:** 126
AGL: 85 **INT:** 110
PSY: 100 **LGC:** 100
EXP: 1,400 **Element:** —
Lunabilities: Pyro Breath
Gold carried: 2,350
Items carried: Mystical bone, mystical fang, mystical blood

Pyrosaur
HP: 3,500 **PWR:** 310
ENR: 380 **DEX:** 150
AGL: 118 **INT:** 140
PSY: 120 **LGC:** 130
EXP: 2,800 **Element:** Fire
Lunabilities: Pyro Breath
Gold carried: 6,500
Items carried: Mystical bone, mystical fang, mystical blood

Wyvern King
HP: 5,000 **PWR:** 384
ENR: 420 **DEX:** 173 **AGL:** 125
INT: 180 **PSY:** 145
LGC: 155 **EXP:** 4,200
Element: Wind
Lunabilities: Pyro Breath
Gold carried: 7,500
Items carried: Mystical bone, mystical fang, mystical blood

Death Wyvern
HP: 3,500 **PWR:** 315
ENR: 370 **DEX:** 148
AGL: 122 **INT:** 135
PSY: 135 **LGC:** 125
EXP: 2,800 **Element:** —
Lunabilities: Mist Breath
Gold carried: 6,200
Items carried: Mystical bone, mystical fang, mystical blood

Nephrem King
HP: 5,000 **PWR:** 380
ENR: 400 **DEX:** 176
AGL: 127 **INT:** 170
PSY: 140 **LGC:** 150
EXP: 4,200 **Element:** —
Lunabilities: Zephyr Breath
Gold carried: 7,200
Items carried: Mystical bone, mystical fang, mystical blood

Red Dragon
HP: 7,000 **PWR:** 400
ENR: 440 **DEX:** 186
AGL: 145 **INT:** 210
PSY: 180 **LGC:** 180
EXP: 7,000 **Element:** Fire
Lunabilities: Pyro Breath
Gold carried: 9,000
Items carried: Mystical bone, mystical fang, mystical blood

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Weapons & Items

Tools of the Trade

Before going into battle, you must be familiar with every piece of equipment available to Lance and his friends. The difference between celebrating victory or gnashing your teeth over devastating defeat can lie in the weapons and accessories you equip to each character, as well as what items they carry in their knapsacks when they march into dangerous territory. Use these lists to see the benefits of every available weapon and accessory, as well as a full description of each item and its function.

NOTE

Some of the weapons and accessories are treasures found only in multiplayer missions.

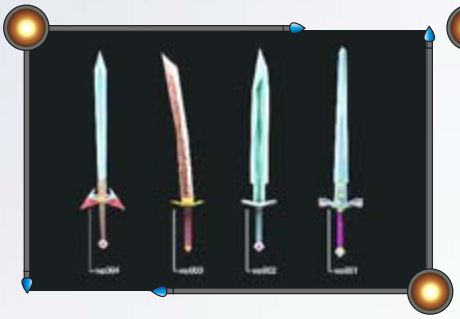
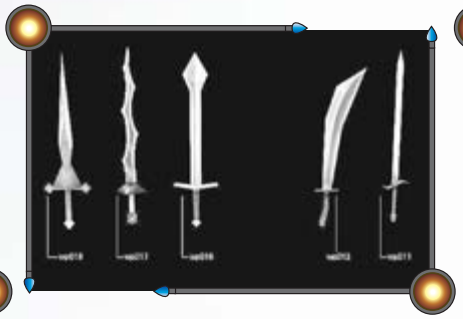
Weapons

The following tables detail all the weapons that the four characters can buy, find, craft, and use in battle. Each weapon offers positive effects on character stats, such as ATK and ENR. Many are aligned with elements to offer special bonus damage, and many have specific resistances to elements or status effects.

The following list defines the categories used for each item in the tables.

Element: Elemental alignment of item—fire, water, earth, or wind.
Required Level: Level character must be at to use this weapon.
Weapon Endurance: How many times the weapon can be used before it breaks.
ATK: Effect weapon has on character's Attack stat.
ENR: Effect weapon has on character's Energy stat.
DEX: Effect weapon has on character's Dexterity stat.
AGL: Effect weapon has on character's Agility stat.
INT: Effect weapon has on character's Intelligence stat.
PSY: Effect weapon has on character's Psyche stat.
LGC: Effect weapon has on character's Logic stat.
Base Damage: Base amount of damage the weapon causes without any modifiers.
Water Resistance: The higher this number, the more resistance the weapon has to water-aligned attacks.
Fire Resistance: The higher this number, the more resistance the weapon has to fire-aligned attacks.
Earth Resistance: The higher this number, the more resistance the weapon has to earth-aligned attacks.
Wind Resistance: The higher this number, the more resistance the weapon has to wind-aligned attacks.
S.A. Resistance: The weapon's ability to resist status ailments cast by an enemy.

Lance's Blades


Short Sword: A light and functional sword

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	50	—	—	—	—	—	—	—	5	—	—	—	—	—

Gladius: An ancient sword that increases Energy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	3	35	—	4	—	—	—	—	—	7	—	—	—	—	—

Broadsword: A steel-bladed sword

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	50	—	—	—	—	—	—	—	9	—	—	—	—	—

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Hunter Sword: A lightweight sword used by hunters

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	8	35	—	—	—	1	—	—	—	10	—	—	—	—	—

Long Sword: A sword with a long, sharp blade

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	50	—	—	—	—	—	—	—	20	—	—	—	—	—

Bastard Sword: A mysterious sword that increases power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	35	3	—	—	—	—	—	—	21	—	—	—	—	—

Cutlass: A favored sword of many pirates

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	50	—	—	—	—	—	—	—	30	—	—	—	—	—

Poison Sword: A sword dipped in venom

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	35	—	—	—	—	—	5	—	32	—	—	—	—	—

Saber: A thin steel blade that excels in dicing

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	50	—	—	—	—	—	—	—	40	—	5	—	—	—

Stunning Saber: A poisonous sword that can Paralyze the enemy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	35	—	8	—	—	—	—	—	41	—	—	—	—	—

Claymore: A huge, heavy sword for crushing your opponent

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	5	8	—	—	—	—	—	45	—	—	—	5	—

Nodachi: A lightweight katana for foot soldiers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	5	—	—	5	—	—	—	45	—	—	—	—	—

Great Sword: A heavy sword used by imperial guards

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	50	—	—	—	—	—	—	—	60	—	—	—	—	—

Flame Saber: A cursed blade used during the Dark Ages

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	30	20	5	10	—	5	—	10	—	60	—	—	—	—	—

Wolf Slayer: A steel-bladed sword used by monster hunters

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	35	—	16	—	8	—	—	—	61	—	—	—	—	—

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Warrior Sword: A heavy sword favored by many thieves

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	10	—	—	5	—	—	—	65	—	—	—	—	—

Barbarian Sword: The custom sword of a fierce warrior

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	8	16	—	—	—	—	—	65	—	—	—	10	—

Mythril Sword: A slender magical sword

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	50	—	—	—	—	—	—	—	80	—	—	—	—	—

Burning Sword: Imbued with Fire magic, it scorches your foes

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	40	20	8	14	—	5	—	12	—	80	—	—	—	—	—

Stunning Claymore: A magical sword that can Paralyze the enemy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	35	—	—	—	10	—	—	—	81	—	10	—	—	—

Brave Sword: A magical sword that increases power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	15	—	—	—	—	10	—	90	—	—	—	—	—

Demon Slayer: A magical sword that can increase power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	10	16	—	10	—	—	—	90	—	—	—	5	—

Dark Sword: A dark blade forged by a skilled blacksmith

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	50	—	—	—	—	—	—	—	100	—	—	—	—	—

Sunlight Sword: Holy sword powered by the sun

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	50	20	15	16	—	10	—	12	—	100	—	—	—	—	—

Behemoth Sword: A legendary sword that grants bestial powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	35	—	20	—	—	—	14	—	110	—	—	—	—	—

Dragoon Blade: The legendary sword of the Dragon Slayer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	17	—	—	12	—	—	—	110	—	—	—	—	—

Caliburn: The royal sword of Foo, it Paralyzes your enemy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	10	—	—	15	—	—	—	110	—	—	—	—	—

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Aqua Sword: Elemental sword empowered by the spirit of water

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	50	10,000	5	20	10	5	—	20	—	100	20	—	—	—	—

Zephyr Sword: Elemental sword empowered by the spirit of wind

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	50	10,000	15	5	15	20	—	15	—	100	—	—	—	20	—

Terra Sword: Elemental sword empowered by the spirit of earth

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	50	10,000	10	15	20	10	—	5	—	100	—	—	20	—	—

Pyro Sword: Elemental sword empowered by the spirit of fire

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	50	10,000	20	10	5	15	—	10	—	100	—	20	—	10	—

Black Blade: The dark blade of death

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	50	—	—	—	—	—	—	—	120	—	—	—	—	—

Dragon Killer: The flaming blade of the Dragon Slayer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	60	20	15	24	—	5	—	10	—	125	—	—	—	—	—

Goumatachi: A cursed katana with mysterious powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	35	10	—	—	—	—	15	—	120	—	—	—	—	—

Harpe: The magical sword that slew a legendary beast

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	20	—	16	—	—	—	130	—	—	—	—	—

Oberon's Sword: A holy blade that increases your power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	10	30	—	10	—	—	—	130	—	—	—	—	—

Ancient Sword: An ancient blade made from lunar material

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	70	50	—	—	—	—	—	—	—	140	—	—	—	—	—

Gram: The most powerful anti-dragon weapon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	70	20	15	26	—	10	—	15	—	142	—	—	—	—	—

7 Moon Blade: A mysterious sword with the power of the moon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	75	35	20	34	—	15	—	—	—	150	—	—	—	—	—

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Dark Lord's Blade: The legendary sword of the Dark Lord

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	80	50	—	—	—	—	—	—	—	160	10	10	10	10	—

Vajras Sword: A legendary sword that destroyed a dark army

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	80	20	20	30	—	10	—	15	—	165	—	—	—	—	—

Excalibur: A legendary sword only the chosen one can use

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	85	35	15	30	—	15	—	—	—	170	—	—	—	—	—

Ancient Godsword: The ultimate magic sword from an ancient race

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	90	50	—	—	—	—	—	—	—	180	—	—	—	—	—

Gekou: A divine katana made from lunar material

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	90	20	—	—	—	—	—	—	—	180	—	—	—	—	—

Dark Moon: A Zeimos blade powered by the dark moon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	95	35	—	—	—	—	—	—	—	200	—	—	—	—	—

Diablo Slayer: A divine blade designed to kill demons

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	1	—	—	—	—	—	—	—	9,999	—	—	—	—	—

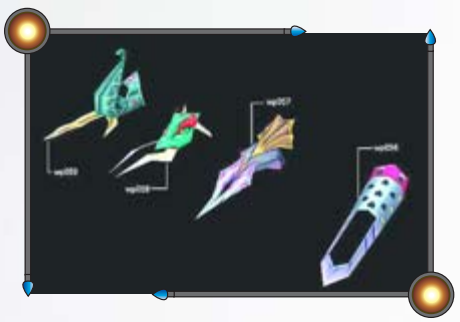
Lunadia Sword: The blade to bring about the end of the world

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	10	15	15	15	15	15	15	15	100	—	—	—	—	—

Seraphim: Its crimson fire scorches the earth

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Fire	1	10,000	—	—	—	10	—	—	—	80	—	—	—	15	—

Gozen's Melee Weapons



Leather Cestus: A glove made from beast bone

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	50	—	—	—	—	—	—	—	3	—	—	—	—	—

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Battle Cestus: A special glove that increases your power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	3	35	2	—	—	—	—	—	—	5	—	—	—	—	—

Baghnakh: A glove with claws

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	50	—	—	—	—	—	—	—	8	—	—	—	—	—

Bone Baghnakh: A lightweight fighting glove made from bones

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	35	—	4	—	—	—	—	—	11	—	—	—	—	—

Iron Claw: A military-grade baghnakh

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	50	—	—	—	—	—	—	—	15	—	—	—	—	—

Wolf Fang: A magical, antibeast fighting glove

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	35	—	—	—	2	—	—	—	18	—	—	—	—	—

Steel Baghnakh: A baghnakh with steel claws

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	50	—	—	—	—	—	—	—	24	—	—	—	—	—

War Baghnakh: A baghnakh drenched in blood

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	35	—	—	—	—	—	3	—	30	—	—	—	—	—

Jamadhar: A bladed steel glove

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	50	—	—	—	—	—	—	—	35	—	—	—	—	—

Beast Katar: A glove that grants you beastlike powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	35	—	8	—	3	—	—	—	38	—	—	—	—	—

Basilisk Claw: One hit can daze your enemy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	—	10	—	—	—	—	—	45	—	—	—	—	—

Barbarian Fist: A bladed glove that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	5	—	—	5	—	—	—	48	—	—	—	—	—

Zarkan Katar: A battle glove made from Zarkan techniques

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	50	—	—	—	—	—	—	—	55	—	—	—	—	—

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Earth Jamadhar: A magical earthen glove

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	30	20	8	16	—	5	—	5	—	55	—	—	—	—	—

Storm Katar: A mystical glove that confuses your opponents

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	35	10	—	—	—	—	—	—	57	—	—	—	—	—

Fury Fist: Turns anger into power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	—	14	—	5	—	—	—	63	—	—	—	—	—

Viper Bite: A poisonous assassin glove

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	8	14	—	—	—	—	—	65	—	—	—	—	—

Mythril Baghnakh: A battle glove with magical blades

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	50	—	—	—	—	—	—	—	74	—	—	—	—	—

Earth Shaker: A magical glove that grants you earth powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	40	20	12	20	—	8	—	8	—	74	—	—	—	—	—

Glory Katar: Its bloody beast fangs give it mystic powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	35	13	—	—	—	—	10	—	76	—	—	—	—	—

Assassin Dagger: A battle glove with deadly venom

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	12	—	—	10	—	—	—	83	—	—	—	—	—

Gorgon's bite: An ancient battle glove that Petrifies enemies

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	10	—	—	12	—	—	—	86	—	—	—	—	—

Striker: A battle glove for expert warriors only

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	50	—	—	—	—	—	—	—	92	—	—	—	—	—

Dragon Claw: A legendary glove with the power of a dragon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	50	20	15	30	—	10	—	15	—	92	—	—	—	—	—

Ogre Baghnakh: A glove that grants you demonic strength

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	35	—	24	—	—	—	10	—	95	—	—	—	—	—

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Asura Katar: Turns your enemies into berserkers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	—	32	—	—	—	—	—	100	—	—	—	—	—

Dragoon Fist: A glove worn by the legendary Dragon Slayer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	15	20	—	10	—	—	—	103	—	—	—	—	—

Bodyguard Katar: The battle gloves of the royal guards

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	50	—	—	—	—	—	—	—	105	—	—	—	—	—

Magma Katar: A magical glove with the power of the earth

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	60	20	20	34	—	13	—	14	—	105	—	—	—	—	—

Fist of Heavens: A magical glove used by the first king

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	35	15	—	—	—	—	15	—	110	—	—	—	—	—

Holy Baghnakh: A holy glove used by the best Zarkans

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	—	—	10	—	—	—	120	—	—	—	—	—

Tyrant Claw: Turns enemies into berserkers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	17	17	—	—	—	—	—	125	—	—	—	—	—

Moon Katar: A magical glove made from lunar material

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	70	50	—	—	—	—	—	—	—	130	—	—	—	—	—

Aura Katar: A glove protected by the spirit of earth

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	70	20	24	24	—	15	—	18	—	130	—	—	—	—	—

Behemoth Claw: A glove powered by the king of all beasts

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	75	35	20	20	—	10	—	—	—	140	—	—	—	—	—

Ancient Fist: A legendary glove from an ancient race

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	80	50	—	—	—	—	—	—	—	150	—	—	—	—	—

Durgas' Anger: A divine glove used by a legendary Zarkan fighter

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	80	20	28	28	—	17	—	20	—	150	—	—	—	—	—

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Zeimos Fist: A demonic glove that Petrifies enemies

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	85	35	25	25	—	10	—	—	—	160	—	—	—	—	—

Master Katar: A glove used by master Zarkan warriors

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	90	50	—	—	—	—	—	—	—	170	—	—	—	—	—

Godhand: Legendary glove powered by the prismatic moon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	90	20	30	30	—	20	—	23	—	170	—	—	—	—	—

God Slayer: Demonic glove made to slay the gods

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	95	35	25	25	—	15	—	—	—	190	—	—	—	—	—

Big Bang: A powerfully cursed glove that can only be used once

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	1	—	—	—	—	—	—	—	9,999	—	—	—	—	—

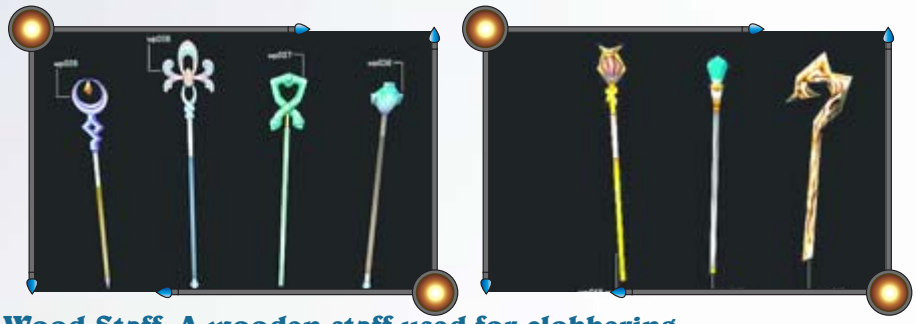
Lunadia Claw: The legendary glove that split the world

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	10	15	15	15	15	15	15	15	120	—	—	—	—	—

Sylphen: Divine glove powered by the Dragon King

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Earth	20	10,000	—	—	—	—	—	—	—	70	—	—	—	—	Charm

Felis's Staves



Wood Staff: A wooden staff used for clobbering

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	50	—	—	—	—	—	—	—	4	—	—	—	—	—

Focus Staff: A wooden staff that increases your power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	35	—	—	—	—	—	4	—	6	—	—	—	—	—

Halo Staff: A wooden staff with a metallic orb

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	50	—	—	—	—	—	—	—	9	—	—	—	—	—

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Beast Staff: A staff that grants you strength

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	35	—	—	—	—	—	—	—	11	—	—	—	—	—

Magician's Staff: A staff with a magic orb

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	50	—	—	—	—	—	—	—	16	—	—	—	—	—

Quick Staff: A staff that increases your Agility

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	35	—	—	—	3	—	—	—	18	—	—	—	—	—

Mage Cane: A wooden cane used by veteran healers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	50	—	—	—	—	—	—	—	25	—	—	—	—	—

Silence Staff: A staff that can Silence enemies

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	35	3	3	—	—	—	—	—	29	—	—	—	—	—

Warlock's Staff: A luxury staff with a metal orb

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	50	—	—	—	—	—	—	—	34	—	—	—	—	—

Wise Staff: A magical staff for accomplished mages

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	35	—	—	—	—	—	6	—	38	—	—	—	—	—

Charming Staff: A magical staff that can Charm your opponents

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	—	—	—	4	—	6	—	42	—	—	—	—	—

Sleep Staff: A staff that puts your enemies to Sleep

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	—	—	—	—	—	—	—	47	—	—	—	—	—

Sorcerer's Staff: A hard wooden staff used by veteran healers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	50	—	—	—	—	—	—	—	50	—	—	—	—	—

Nymph Staff: A staff empowered by the spirit of water

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	30	20	3	3	—	4	—	6	—	55	—	—	—	—	—

Mana Staff: A staff that increases your Psyche

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	35	—	—	—	—	—	8	—	57	—	—	—	—	—

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Empowering Cane: A staff that increases your Agility

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	—	—	—	5	—	—	—	59	—	—	—	—	—

Zeimos Staff: Staff made by the Zeimos to Silence enemies

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	—	—	—	—	—	—	—	60	—	—	—	—	—

Empathy Cane: Staff made of meld wood using Melphin techniques

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	50	—	—	—	—	—	—	—	65	—	—	—	—	—

Undine Staff: A staff protected by the spirit of water

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	40	20	6	6	—	8	—	10	—	65	—	—	—	—	—

Fairy Cane: A magical staff that can Charm your opponent

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	35	—	—	—	10	—	8	—	68	—	—	—	—	—

Fury Staff: A magical staff that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	—	—	—	—	—	10	—	72	—	—	—	—	—

Black Moon Staff: Battle staff made by the Zeimos for the Great War

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	10	10	—	12	—	—	—	76	—	—	—	—	—

Divine Staff: An expensive Empath staff

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	50	—	—	—	—	—	—	—	84	—	—	—	—	—

Flood Cane: Legendary staff powered by water

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	50	20	15	15	—	10	—	12	—	84	—	—	—	—	—

Slumber Cane: A cursed staff that puts your enemies to Sleep

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	35	—	—	—	—	—	—	—	90	—	—	—	—	—

Wisdom Staff: A holy staff that increases your power

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	—	—	—	—	—	12	—	94	—	—	—	—	—

Titania's Wand: Staff with great powers made by a fairy princess

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	—	—	—	14	—	15	—	99	—	—	—	—	—

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Holy Staff: A staff made from the best meld wood

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	50	—	—	—	—	—	—	—	105	—	—	—	—	—

Holy Cane: A legendary cane powered by Melphin magic

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	60	20	20	20	—	12	—	16	—	105	—	—	—	—	—

Divine Cane: A cane made by the royal family's high priest

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	35	16	16	—	—	—	18	—	110	—	—	—	—	—

Fairy Staff: A holy staff used by the greatest Melphin healer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	—	—	14	—	22	—	117	—	—	—	—	—

Hypnosis Wand: The dark powers within put enemies to Sleep

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	—	—	—	—	20	—	123	—	—	—	—	—

Ancient Staff: A legendary staff from an ancient race

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	70	50	—	—	—	—	—	—	—	126	—	—	—	—	—

Leviathan Cane: A cane with the power of the water dragon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	70	20	22	22	—	16	—	20	—	126	—	—	—	—	—

Bishop's Cane: A magical cane used by Melphin priests

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	75	35	—	—	—	—	—	—	—	135	—	—	—	—	—

Healer's Staff: A magical staff used by the highest healer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	80	50	—	—	—	—	—	—	—	145	—	—	—	—	—

Vritra's Cane: A magical cane that can control weather

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	80	20	25	25	—	18	—	24	—	145	—	—	—	—	—

Dark Lord's Cane: A magical cane used by the Dark Lord

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	85	35	—	—	—	—	—	—	—	150	—	—	—	—	—

Holy Staff: A divine staff used by the legendary hero

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	90	50	—	—	—	—	—	—	—	160	—	—	—	—	—

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Aqua Cane: A legendary cane that washes everything away

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Water	90	20	30	30	—	20	—	28	—	160	—	—	—	—	—

Holy Moon Cane: A divine cane powered by the prismatic moon

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	95	35	28	28	—	16	—	—	—	175	—	—	—	—	—

Chaos Staff: A cursed staff that can destroy the heavens

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	1	—	—	—	—	—	—	—	9,999	—	—	—	—	—

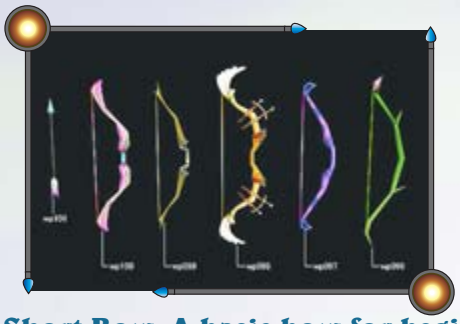
Lunadia Staff: The staff of creation

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	10	15	15	15	15	15	15	15	95	—	—	—	—	—

Ninurta's Cane: A cane made from heavenly holy water

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	1	10,000	—	—	—	—	15	—	—	60	—	—	—	—	—

Tess's Bows



Short Bow: A basic bow for beginners

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	50	—	—	—	—	—	—	—	6	—	—	—	—	—

Hunter's Bow: Advanced hunting bow painted with beast blood

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	35	—	—	—	—	—	3	—	8	—	—	—	—	—

Medium Bow: A powerful bow against beasts

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	50	—	—	—	—	—	—	—	10	—	—	—	—	—

Power Bow: A mysterious bow made from bones

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	5	35	—	—	—	—	—	—	—	13	—	—	—	—	—

Longbow: A powerful steel stringed bow

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	50	—	—	—	—	—	—	—	21	—	—	—	—	—

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Beast Bow: A lightweight bow made from beast hide

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	10	35	—	—	—	4	—	—	—	25	—	—	—	—	—

Hard Bow: A large bow made from expensive materials

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	50	—	—	—	—	—	—	—	32	—	—	—	—	—

Ice Bow: A bow that Freezes those who are hit

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	15	35	5	5	—	—	—	—	—	35	—	—	—	—	—

Battle Bow: A hunter's bow customized for war

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	50	—	—	—	—	—	—	—	40	—	—	—	—	—

Paralyze Bow: A mysterious bow with Paralyzing abilities

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	20	35	—	—	—	—	—	—	—	46	—	—	—	—	—

Brave Bow: A mysterious bow that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	—	—	—	4	—	4	—	52	—	—	—	—	—

Wolf Bow: A magical bow that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	25	35	—	—	—	3	—	—	—	55	—	—	—	—	—

War Bow: A high-quality bow used by the army

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	50	—	—	—	—	—	—	—	60	—	—	—	—	—

Zephyr Bow: A magical bow powered by the spirit of wind

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	30	20	5	5	—	4	—	4	—	60	—	—	—	—	—

Empowering Bow: A magical bow that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	30	35	—	—	—	—	—	8	—	65	—	—	—	—	—

Freeze Bow: An advanced version of the Ice Bow

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	—	—	—	—	—	—	—	72	—	—	—	—	—

Killer Bow: A special bow for sniping

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	35	35	7	7	—	5	—	—	—	75	—	—	—	—	—

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Sniper Bow: Designed specifically for sniping

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	50	—	—	—	—	—	—	—	82	—	—	—	—	—

Sylph Bow: A bow with the power of a wind fairy

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	40	20	8	8	—	6	—	8	—	82	—	—	—	—	—

Blizzard Bow: Those who are struck by it will Freeze

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	40	35	—	—	—	8	—	—	—	85	—	—	—	—	—

Sage Bow: A magical bow that increases your powers

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	—	—	—	—	—	10	—	90	—	—	—	—	—

Rebel's Bow: An ancient bow used during the Great War

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	45	35	10	10	—	6	—	6	—	94	—	—	—	—	—

Great Bow: The most advanced sniper bow

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	50	—	—	—	—	—	—	—	105	—	—	—	—	—

Tornado Bow: A legendary bow with the force of a tornado

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	50	20	12	12	—	8	—	10	—	105	—	—	—	—	—

Glory Bow: A legendary bow that has seen many victories

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	50	35	—	—	—	8	—	—	—	110	—	—	—	—	—

Assassin Bow: A bow used by top assassins

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	12	12	—	6	—	—	—	115	—	—	—	—	—

Dark Bow: A magical bow that can Blind your enemies

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	55	35	—	—	—	—	—	15	—	118	—	—	—	—	—

Ancient Bow: A powerful bow created by an ancient race

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	50	—	—	—	—	—	—	—	125	—	—	—	—	—

Storm Bow: A legendary bow that grants divine protection

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	60	20	15	15	—	10	—	15	—	125	—	—	—	—	—

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Divine Bow: A legendary war bow used by the royal family

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	60	35	10	10	—	12	—	—	—	130	—	—	—	—	—

Dragoon Longbow: A lightweight bow used by the Dragon Slayer

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	—	—	10	—	—	—	135	—	—	—	—	—

Zeimos Bow: An assassin bow created by the Zeimos

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	65	35	—	—	—	—	—	20	—	140	—	—	—	—	—

Moon Bow: A longbow created from moon wood

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	70	50	—	—	—	—	—	—	—	150	—	—	—	—	—

Typhoon Bow: A moon bow with the power of a storm

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	70	20	20	20	—	15	—	20	—	150	—	—	—	—	—

Ghandiva: A Divine Bow empowered by the gods

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	75	35	15	15	—	10	—	30	—	160	—	—	—	—	—

Holy Bow: A longbow created by the lunar god

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	80	50	—	—	—	—	—	—	—	175	—	—	—	—	—

Dragon Lord Bow: A magical bow used by the legendary hero

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	80	20	25	25	—	20	—	35	—	175	—	—	—	—	—

Glacier Bow: Magical bow that will Freeze your target

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	85	35	20	20	—	15	—	40	—	180	—	—	—	—	—

Eagle Eye: The ultimate assassin's bow

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	90	50	—	—	—	—	—	—	—	200	—	—	—	—	—

Oberon Bow: Bow sought by all the spirit kings

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	90	20	30	30	—	30	—	40	—	200	—	—	—	—	—

Black Moon Bow: Treasured item created by the Zeimos king

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	95	35	—	—	—	—	—	—	—	210	—	—	—	—	—

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Nemesis Bow: Dark bow that destroys all with a single arrow

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	1	—	—	—	—	—	—	—	9,999	—	—	—	—	—

Lunadia Bow: A divine bow that split the earth and sea

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
—	1	10	15	15	15	15	15	15	15	105	—	—	—	—	—

Zephyrus' Bow: A divine bow with the power of the wind god

Element	Required Level	Weapon Endurance	ATK	ENR	DEX	AGL	INT	PSY	LGC	Base Damage	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
Wind	20	10,000	—	—	—	20	—	—	—	65	—	—	—	—	—

Accessories

The following lists detail the accessories your character can equip and carry into combat, such as earrings and armor. Each accessory is judged on how it positively affects a character's stats. Accessories don't negatively affect stats, but if you switch them in and out in the Equip screen, you can see which character stats benefit the most for newfound accessories. Consider status and elemental damage resistance when going into new areas. If the monsters use certain attacks or are aligned with specific elements, you can use some of these accessories to help negate any bonus damage your enemies might do.

The following list defines the categories used in the tables.

Required Level: Level character must be at to use this item.
ATK: Effect item has on character's Attack stat.
ENR: Effect item has on character's Energy stat.
DEX: Effect item has on character's Dexterity stat.
AGL: Effect item has on character's Agility stat.
INT: Effect item has on character's Intelligence stat.
PSY: Effect item has on character's Psyche stat.
LGC: Effect item has on character's Logic stat.
Water Resistance: The higher this number, the more resistance the item provides to water-aligned attacks.
Fire Resistance: The higher this number, the more resistance the item provides to fire-aligned attacks.
Earth Resistance: The higher this number, the more resistance the item provides to earth-aligned attacks.
Wind Resistance: The higher this number, the more resistance the item provides to wind-aligned attacks.
S.A. Resistance: The item's ability to resist status ailments cast by an enemy.

Earrings

Rock earring: Earring made from rock orb and silver fitting

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	2	—	—	—	—	—	—	—

Bone earring: Earring made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	2	—	—	—	—	—	—	—

Tusk earring: Earring made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	1	1	—	—	2	—	—	—	—	—	—	—

Hide earring: Earring made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	1	2	—	—	—	—	—	—	—

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Rock cuff: Cuffs made from gold fitting and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	3	—	—	—	—	—	—	—

Bone cuff: Cuffs made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	3	—	—	—	—	—	—	—

Tusk cuff: Cuffs made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	1	1	—	—	3	—	—	—	—	—	—	—

Hide cuff: Cuffs made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	2	3	—	—	—	—	—	—	—

Rock stud: Stud made from rock orb and moon fitting

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	4	—	—	—	—	—	—	—

Bone stud: Stud made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	4	—	—	—	—	—	—	—

Tusk stud: Stud made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	2	2	—	—	4	—	—	—	—	—	—	—

Hide stud: Stud made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	3	4	—	—	—	—	—	—	—

Blood stud: Stud made from beast blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	4	3	—	—	—	—	—	—

Metal earring: Earring made from silver fitting and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	5	—	—	—	—	—	—	—

R bone earring: Bone earring with the power of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	5	—	—	—	5	—	—	—

Y fang earring: Fang earring with the power of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	2	2	—	—	5	—	—	—	—	5	—	—

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Poison earring: Earring that increases Poison resistance

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	5	4	—	5	—	—	—	Poison

G hide earring: Hide earring with the power of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	5	—	—	—	—	—	5	—

Metal cuff: Cuffs made from gold fitting and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	6	—	—	—	—	—	—	—

Fire hide cuff: Cuffs made from beast hide with fire power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	3	6	—	—	—	—	—	—	—

Zarkan earring: Zarkan earrings that increase your resistance to silence, blindness, freeze, and petrification

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	6	4	—	—	—	—	—	Sleep, Silence, Blind, Freeze, Petrify

Water fang cuff: Cuffs made from beast fang with water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	3	3	—	—	6	—	—	—	—	—	—	—

Wind bone cuff: Cuffs made from beast bone with wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	6	—	—	—	—	—	—	—

Metal stud: Made from moon fitting and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	7	—	—	—	—	—	—	—

Elemental stud: Stud that has four different magic powers

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	14	—	—	5	5	5	5	—

Peace earring: Earring that gives inner peace

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	7	5	—	—	7	—	—	—

Yellow stud: Stud made from monster hide with earth power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	4	7	—	—	—	—	7	—	—

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Blue stud: Stud made from monster bone with water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	7	—	—	7	—	—	—	—

Green stud: Stud made from monster fang with wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	4	4	—	—	7	—	—	—	—	—	7	—

Lunar earring: Made from silver fitting and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	8	—	—	—	—	—	—	—

Dark earring: Earring with the power of spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	20	—	—	7	7	7	7	—

F fang earring: Earring made from monster fangs

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	5	5	—	—	8	—	—	—	9	—	—	—

E bone earring: Earring made from monster bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	8	—	—	—	—	9	—	—

W hide earring: Earring made from monster hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	8	—	—	—	—	9	—	—

Guard stud: Protects owner from Paralyze attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	8	6	—	—	—	—	9	Paralyze

Lunar cuff: Made from gold fitting and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	9	—	—	—	—	—	—	—

Dark cuff: Moon cuffs with the power of four spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	25	—	—	9	9	9	9	—

Fire earring: Made from mystical materials and fire power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	5	5	—	—	9	—	—	—	12	—	—	—

Earth earring: Made from mystical materials and earth power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	4	9	—	—	—	—	12	—	—

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Toxic earring: Earring that protects owner from Poison

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	4	9	5	—	12	—	—	—	Poison

Tornado earring: Made from mystical materials and wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	5	5	—	—	9	5	—	—	—	—	12	—

Magician's stud: Made from moon fitting and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	0	—	—	—	—	10	—	—	52	—	—	—

Oberon's stud: Stud that the Spirit King once wore

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	—	30	—	—	12	12	12	12	—

Sacred earring: Earring that has magical powers to calm people

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	5	10	6	10	—	14	—	—	—

Earth stud: Stud that has an earth symbol on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	6	6	—	—	10	6	—	—	—	14	—	Charm, Confuse, Berserk

Frost stud: Stud that has a water symbol on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	6	6	—	—	10	—	—	14	—	—	—	—

Storm stud: Stud that has a wind symbol on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	5	10	—	—	—	—	—	14	—

Illusion earring: Earring made by mystics and spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	12	—	—	—	—	—	—	—

Moon earring: Earring with powers of mystics and spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	35	—	—	14	14	14	14	—

Crimson earring: Made from mystical materials and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	5	12	6	—	—	16	—	—	—

Goken's earring: Earring used by a Zarkan hero

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	6	6	—	5	12	6	—	—	—	16	—	Sleep, Silence, Blind, Freeze, Petrify

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Azure earring: Made from mystical materials and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	6	6	—	5	12	—	—	16	—	—	—	—

Jade earring: Made from mystical materials and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	6	6	—	—	12	6	—	—	—	—	16	—

New M cuff: Cuffs used by a powerful sorceress

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	15	—	—	—	—	—	—	—

Full M cuff: Cuff with the blessing of the great spirit

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	40	—	—	16	16	16	16	—

Red M cuff: Cuffs powered by the red moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	7	7	—	—	15	7	—	—	18	—	—	—

Yellow M cuff: Cuffs powered by the yellow moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	7	7	—	6	15	—	—	—	—	18	—	—

Blue M cuff: Cuffs powered by the blue moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	7	7	—	6	15	7	—	18	—	—	—	—

Green M stud: Cuffs powered by the green moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	6	15	7	—	—	—	—	18	Paralyze

Moonlight stud: Divine stud created by the gods

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	18	—	—	—	—	—	—	—

Divine earring: Divine earring blessed by the moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	45	—	—	18	18	18	18	—

Necklaces

Rock choker: Choker made from silver chain and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	—	—	2	—	—	—	—	—

Bone choker: Choker made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	—	—	2	—	—	—	—	—

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Tusk choker: Choker made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	1	1	—	—	—	—	2	—	—	—	—	—

Hide choker: Choker made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	2	—	—	2	—	—	—	—	—

Rock necklace: Made from gold chain and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	—	—	3	—	—	—	—	—

Bone necklace: Rock necklace made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	—	—	3	—	—	—	—	—

Tusk necklace: Rock necklace made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	2	2	—	—	—	—	3	—	—	—	—	—

Hide necklace: Rock necklace made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	3	—	—	3	—	—	—	—	—

Rock torque: Torque made from moon chain and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	—	4	—	—	—	—	—

Bone torque: Rock torque made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	—	4	—	—	—	—	—

Tusk torque: Rock torque made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	3	3	—	—	—	—	4	—	—	—	—	—

Hide torque: Rock torque made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	3	—	—	4	—	—	—	—	—

Blood torque: Rock torque made from beast blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	3	4	—	—	—	—	—

Metal choker: Choker made from silver chain and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	5	—	—	—	—	—

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R bone choker: Choker made from beast bone and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	5	—	5	—	—	—

Y fang choker: Choker made from beast fang and earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	4	4	—	—	—	—	5	—	—	5	—	—

Poison choker: Choker that increases Poison resistance

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	4	5	5	—	—	—	Poison

G hide choker: Choker made from beast hide and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	5	—	—	—	5	—

Metal necklace: Necklace made from gold chain and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	—	6	—	—	—	—	—

F spirit choker: Choker blessed by the fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	4	—	—	6	—	—	—	—	—

Freedom medal: Medal that protects the owner from ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	5	6	—	—	—	—	Sleep, Silence, Blind, Freeze, Petrify

W spirit choker: Choker blessed by the water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	5	5	—	—	—	—	6	—	—	—	—	—

Wd spirit choker: Choker blessed by the wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	—	6	—	—	—	—	—

Metal medallion: Medal made from moon chain and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	7	—	—	—	—	—

Elemental medal: Medal blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	14	5	5	5	5	—

Burning medal: Medal that can resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	6	7	—	7	—	—	Charm, Confuse, Berserk

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Yellow medallion: Earth medal made from monster hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	5	—	—	7	—	—	7	—	—

Blue medallion: Water medal made from monster bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	7	7	—	—	—	—

Green medallion: Wind medal made from monster fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	6	6	—	—	—	—	7	—	—	—	7	—

Lunar choker: Choker made from magic orb and silver chain

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	8	—	—	—	—	—

Dark choker: Moon choker blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	20	7	7	7	7	—

Fire choker: Magic choker made from monster fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	7	7	—	—	—	—	8	—	9	—	—	—

Earth choker: Magic choker made from monster bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	8	—	—	9	—	—

Water choker: Magic choker made from monster hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	6	—	—	8	9	—	—	—	—

Moss necklace: Necklace that protects owner from Paralyze

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	7	8	—	—	—	9	Paralyze

Lunar necklace: Necklace made from gold chain and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	—	—	9	—	—	—	—	—

Dark necklace: Moon necklace blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	—	—	25	9	9	9	9	—

Fire necklace: Made from mystical materials and fire power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	—	—	—	9	—	12	—	—	—

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Earth necklace: Made from mystical materials and earth power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	6	—	—	9	—	—	12	—	—

Water necklace: Made from mystical materials and water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	6	—	7	9	12	—	—	—	—

Motion necklace: Necklace that increases Poison resistance

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	—	—	7	9	—	—	—	12	Paralyze

Dark medal: Medal made from moon chain and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	—	—	—	10	—	—	—	—	—

Oberon's medal: Legendary medal worn by the Spirit King

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	—	—	—	30	12	12	12	12	—

Flame medal: Red medal with the symbol of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	7	—	8	10	—	14	—	—	—

Liberation medal: Medal that protects the owner from ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	—	—	8	10	—	—	14	—	Sleep, Silence, Blind, Freeze, Petrify

Frost medal: Blue medal with a symbol of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	—	—	—	10	14	—	—	—	—

Storm medal: Green medal with a symbol of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	7	—	—	10	—	—	—	14	—

Illusion choker: Made from mystical orb and illusion orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	—	—	12	—	—	—	—	—

Moon necklace: Blessed by the power of the dark moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	—	—	35	14	14	14	14	—

Dimple torque: Torque that can soothe the owner's mind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	7	—	8	20	—	16	—	—	Charm, Confuse, Berserk

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Land necklace: Created with the power of the earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	7	7	—	7	—	8	12	—	—	16	—	—

Ice necklace: Created with the power of the water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	7	7	—	7	—	—	12	16	—	—	—	—

Storm necklace: Created with the power of the wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	7	7	—	—	—	8	12	—	—	—	16	—

New moon medal: Medal worn by a great sorcerer

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	—	—	15	—	—	—	—	—

Full M medal: Medal that increases Intelligence

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	—	—	40	16	16	16	16	—

Red M medal: Medal with a red moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	8	8	—	—	—	9	15	—	18	—	—	—

Yellow M medal: Medal with a yellow moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	8	8	—	8	—	—	15	—	—	18	—	—

Blue M medal: Medal that can resist Poison attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	8	8	—	8	—	9	15	18	—	—	—	Poison

Green M medal: Medal with a green moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	8	—	9	15	—	—	—	18	—

Moonlight medal: Medal worn by the most accomplished sorcerer

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	—	—	18	—	—	—	—	—

Divine necklace: Necklace blessed by the moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	—	—	45	18	18	18	18	—

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Bracelets

Rock bracelet: Made from rock orb and heavy bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	2	2	—	—	—	—	—	—	—	—	—	—

Bone bracelet: Rock orb made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	2	2	—	—	—	—	—	—	—	—	—	—

Tusk bracelet: Rock orb made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	3	3	—	—	—	—	—	—	—	—	—	—

Hide bracelet: Rock orb made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	2	2	—	2	—	—	—	—	—	—	—	—

Rock bangle: Made from silk bowstring and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	3	3	—	—	—	—	—	—	—	—	—	—

Bone bangle: Rock bangle made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	3	3	—	—	—	—	—	—	—	—	—	—

Tusk bangle: Rock bangle made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	5	5	—	—	—	—	—	—	—	—	—	—

Hide bangle: Rock bangle made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	3	3	—	3	—	—	—	—	—	—	—	—

Rock armlet: Made from steel bowstring and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	4	4	—	—	—	—	—	—	—	—	—	—

Bone armlet: Stone armlet made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	4	4	—	—	—	—	—	—	—	—	—	—

Tusk armlet: Stone armlet made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	7	7	—	—	—	—	—	—	—	—	—	—

Hide armlet: Stone armlet made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	4	4	—	4	—	—	—	—	—	—	—	—

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Blood armlet: Stone armlet made from beast blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	4	4	—	—	—	3	—	—	—	—	—	—

Metal bracelet: Made from metal orb and heavy bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	5	5	—	—	—	—	—	—	—	—	—	—

Hard bracelet: Made using strengthened beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	5	5	—	—	—	—	—	—	5	—	—	—

Ice bracelet: Bracelet discovered on a glacier

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	9	9	—	—	—	—	—	—	10	5	—	*Sleep, Silence, Blind, Freeze, Petrify*

Mind bracelet: Made from beast blood and water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	5	5	—	—	—	4	—	5	—	—	—	—

Speed bracelet: Made from beast hide and wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	6	—	—	—	—	—	—	5	—

Metal bangle: Made from silk bowstring and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	6	6	—	—	—	—	—	—	—	—	—	—

Fire bangle: Made from beast hide with fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	6	6	—	5	—	—	—	—	—	—	—	—

Soil bangle: Made from beast blood with earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	6	6	—	—	—	5	—	—	—	—	—	—

Poison bracelet: Frog-shaped bracelet with Poison resistance

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	11	11	—	—	—	—	—	5	—	—	—	*Poison*

Wind bangle: Made from beast bone with wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	6	6	—	—	—	—	—	—	—	—	5	—

Metal armlet: Made from metal orb and steel bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	7	7	—	—	—	—	—	—	—	—	—	—

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Element bracelet: Armlet blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	14	14	—	—	—	—	—	5	5	5	5	—

Red armlet: Red-colored armlet representing fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	7	7	—	—	—	6	—	—	7	—	—	—

Yellow armlet: Yellow-colored armlet representing earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	7	7	—	6	—	—	—	—	—	7	—	—

Blue armlet: Blue-colored armlet representing water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	7	7	—	—	—	—	—	7	—	—	—	—

Shaman's armlet: Armlet that was worn by a medicine man

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	13	13	—	—	—	—	—	—	—	—	7	Paralyze

Lunar bracelet: Bracelet made from magic orb and heavy bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	8	8	—	—	—	—	—	—	—	—	—	—

Dark bracelet: Moon bracelet blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	20	20	—	—	—	—	—	7	7	7	7	—

Illusion bangle: Bangle to protect you from ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	15	15	—	—	—	—	—	—	9	—	—	Charm, Confuse, Berserk

Earth bracelet: Moon bracelet made from monster bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	8	8	—	—	—	—	—	—	—	9	—	—

Water bracelet: Moon bracelet made from monster hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	8	8	—	7	—	—	—	9	—	—	—	—

Wind bracelet: Moon bracelet made from monster blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	8	8	—	—	—	7	—	—	—	—	9	—

Lunar bangle: Made from magic orb and silk bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	9	9	—	—	—	—	—	—	—	—	—	—

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Dark bangle: Moon bangle made from the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	25	25	—	—	—	—	—	9	9	9	9	—

Fire bangle: Made from mystical materials and fire power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	15	15	—	—	—	—	—	—	12	—	—	—

Earth bangle: Made from mystical materials and earth power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	9	9	—	7	—	—	—	—	—	12	—	—

Water bangle: Made from mystical materials and water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	9	9	—	7	—	7	—	12	—	—	—	—

Detox bangle: Bangle made to protect you from ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	15	15	—	—	—	7	—	—	—	—	12	Paralyze

Lunar armlet: Made from magic orb and steel bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	10	10	—	—	—	—	—	—	—	—	—	—

Oberon's bangle: Bangle worn by the Great Spirit King

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	30	30	—	—	—	—	—	12	12	12	12	—

Flame wristband: Wristband with a fire symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	10	10	—	8	—	8	—	—	14	—	—	—

Earth wristband: Wristband with an earth symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	17	17	—	—	—	8	—	—	—	14	—	—

Assassin bangle: Bangle worn by assassins

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	17	17	—	—	—	—	—	14	—	—	—	Poison

Storm wristband: Wristband with a wind symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	10	10	—	8	—	—	—	—	—	—	14	—

Illusion bracelet: Made from illusion orb and bowstring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	12	12	—	—	—	—	—	—	—	—	—	—

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Moon bracelet: Bracelet made for the dark moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	35	35	—	—	—	—	—	14	14	14	14	—

Crimson bangle: Made from mystical materials and fire power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	12	12	—	8	—	8	—	—	16	—	—	—

Land bracelet: Made from mystical materials and earth power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	19	19	—	8	—	8	—	—	—	16	—	—

Pure bangle: Bangle that helps you resist Poison

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	19	19	—	8	—	—	—	16	—	—	—	Poison

Storm bracelet: Made from mystical materials and wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	19	19	—	—	—	8	—	—	—	—	16	—

New moon bangle: Bangle that increases power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	15	15	—	—	—	—	—	—	—	—	—	—

Full M armlet: Holy armlet with the symbol of the four moons

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	40	40	—	—	—	—	—	16	16	16	16	—

Red M armlet: Powered by the red moon to resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	23	23	—	—	—	9	—	—	18	—	—	Charm, Confuse, Berserk

Yellow M armlet: Armlet with the symbol of the yellow moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	23	23	—	9	—	—	—	—	—	18	—	—

Blue M armlet: Armlet with the symbol of the blue moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	23	23	—	9	—	9	—	18	—	—	—	—

Green M armlet: Armlet with the symbol of the green moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	15	15	—	9	—	9	—	—	—	—	18	—

Moonlight armlet: Magical armlet that can increase your power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	18	18	—	—	—	—	—	—	—	—	—	—

Divine bracelet: Divine armlet that is blessed by the gods

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	45	45	—	—	—	—	—	18	18	18	18	—

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Rings

Rock Ring: Made from a silver inlay and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	2	—	—	—	—	—	—	—	—	—

Bone ring: Rock ring made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	2	—	—	—	—	—	—	—	—	—

Tusk ring: Rock ring made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	1	1	2	—	—	—	—	—	—	—	—	—

Hide ring: Rock ring made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	2	2	—	—	—	—	—	—	—	—

Solid ring: Made from a gold inlay and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	3	—	—	—	—	—	—	—	—	—

Vigor ring: Solid ring made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	3	—	—	—	—	—	—	—	—	—

Strong ring: Solid ring with a spike

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	2	2	3	—	—	—	—	—	—	—	—	—

Agility ring: Ring with leather bands attached

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	3	3	—	—	—	—	—	—	—	—

Hard ring: Made from rock orb and moon inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	4	—	—	—	—	—	—	—	—	—

Skeleton ring: Beast bone that is powered by Lunar Power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	4	—	—	—	—	—	—	—	—	—

Fang ring: Beast fang that is powered by Lunar Power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	3	3	4	—	—	—	—	—	—	—	—	—

Pelt ring: Beast hide that is powered by Lunar Power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	4	4	—	—	—	—	—	—	—	—

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Blood ring: Beast blood that is powered by Lunar Power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	4	—	—	3	—	—	—	—	—	—

Silver ring: Made from metal orb and silver inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	5	—	—	—	—	—	—	—	—	—

Physical ring: Made from beast bone with fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	5	—	—	—	—	—	5	—	—	—

Health ring: Ring that protects you from ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	4	4	5	—	—	—	—	—	—	5	—	Poison, Sleep, Silence, Blind, Freeze, Petrify

Mental ring: Made from beast blood with water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	5	—	—	4	—	5	—	—	—	—

Speed ring: Made from beast hide with wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	2	7	—	—	—	—	—	—	5	—

Gold ring: Made from metal orb and gold inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	6	—	—	—	—	—	—	—	—	—

Agile ring: Made from beast hide with fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	6	5	—	—	—	—	—	—	—	—

Psyche ring: Made from beast blood and gold ring

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	6	—	—	5	—	—	—	—	—	—

Poison ring: Ring that has Poison resistance

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	5	5	6	—	—	—	—	—	—	—	—	Poison

Energy ring: Gold ring made from beast bone and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	6	—	—	—	—	—	—	—	—	—

Metal ring: Made from metal orb and moon inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	7	—	—	—	—	—	—	—	—	—

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Elemental ring: Metal ring with the power of the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	14	—	—	—	—	5	5	5	5	—

Red ring: Ring made from monster blood with spirit power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	7	—	—	6	—	—	7	—	—	—

Yellow ring: Ring made from monster hide with spirit power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	7	6	—	—	—	—	—	7	—	—

Blue ring: Ring made from monster bone with spirit power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	7	—	—	—	—	7	—	—	—	—

Lilith ring: Ring that protects you from Paralyze

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	6	6	7	—	—	—	—	—	—	—	7	Paralyze

Lunar ring: Made from magic orb and silver inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	8	—	—	—	—	—	—	—	—	—

Dark ring: Moon ring with the power of the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	20	—	—	—	—	7	7	7	7	—

Steel heart ring: Ring that increases resistance to Charm, Confuse, and Berserk

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	7	7	8	—	—	—	—	—	9	—	—	Charm, Confuse, Berserk

Earth ring: Ring with the earth element

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	8	—	—	—	—	—	—	9	—	—

Aqua ring: Ring with the water element

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	8	7	—	—	—	9	—	—	—	—

Wind ring: Ring with the wind element

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	8	—	—	7	—	—	—	—	9	—

Darknight ring: Made from magic orb and gold inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	9	—	—	—	—	—	—	—	—	—

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Darkness ring: Dark ring with the power of the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	25	—	—	—	—	9	9	9	9	—

Battle ring: Helps you resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	9	—	—	—	—	—	12	—	—	Charm, Confuse, Berserk

Land ring: Powered by the spirit of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	9	7	—	—	—	—	—	12	—	—

Water ring: Powered by the spirit of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	9	7	—	7	—	12	—	—	—	—

Storm ring: Powered by the spirit of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	9	—	—	7	—	—	—	—	12	—

Dark moon ring: Made from magic orb and moon inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	10	—	—	—	—	—	—	—	—	—

Oberon's ring: Holy ring worn by the Spirit King

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	30	—	—	—	—	12	12	12	12	—

Flame ring: Magical moon ring with the power of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	10	8	—	8	—	—	14	—	—	—

Protect ring: A ring that can resist ailment attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	10	—	—	8	—	—	—	14	—	Sleep, Silence, Blind, Freeze, Petrify

Frost ring: Moon ring with the power of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	10	—	—	—	—	14	—	—	—	—

Storm ring 2: Moon ring with the power of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	10	8	—	—	—	—	—	—	14	—

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Illusion ring: Made from illusion orb and silver inlay

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	12	—	—	—	—	—	—	—	—	—

Moon ring: Powered by the dark moon for great power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	35	—	—	—	—	14	14	14	14	—

Crimson ring: Made from mystical materials and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	12	8	—	8	—	—	16	—	—	—

Earth ring: Made from mystical materials and earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	12	8	—	8	—	—	—	16	—	—

Blue water ring: Made from mystical materials and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	12	8	—	—	—	16	—	—	—	—

Block ring: Ring that resists Paralyze

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	12	—	—	8	—	—	—	—	16	Paralyze

New M ring: Ring that increases accuracy

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	18	5	—	—	—	—	—	—	—	—

Full M ring: Ring that increases accuracy

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	40	—	—	—	—	16	16	16	16	—

Red M ring: Ring with a red moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	15	—	—	9	—	—	18	—	—	—

Yellow M ring: Ring with a yellow moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	15	9	—	—	—	—	—	18	—	—

Blue M ring: Ring that can resist Poison

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	15	9	—	9	—	18	—	—	—	Poison

Green M ring: Ring with a green moon symbol

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	15	9	—	9	—	—	—	—	18	—

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Moonlight ring: Divine ring that can help you move faster

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	18	—	—	—	—	—	—	—	—	—

Goddess ring: Ring blessed by the moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	45	—	—	—	—	18	18	18	18	—

Knight ring: Ring equipped only by a swordsman

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	50	50	—	—	—	—	—	—	10	—	—	—

Hunter ring: Ring equipped only by an archer

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	50	—	—	—	—	—	—	—	10	—

Master ring: Ring equipped only by a fighter

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	50	—	—	—	—	—	10	—	—

Empathy ring: Ring equipped only by a healer

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	50	—	—	10	—	—	—	—

Armor

Rock rope: Made from silver buckle and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	—	—	—	—	—	—	—	—

Bone rope: Made from beast bone and rock rope

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	—	—	—	—	—	—	—	—	—

Tusk rope: Made from beast fang and rock rope

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	1	1	—	—	—	—	—	—	—	—	—	—

Hide rope: Made from beast hide and bucklehide rope

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	2	—	—	—	—	—	—	—	—

Rock belt: Made from rock orb and gold buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	—	—	—	—	—	—	—	—

Beast bone belt: Belt made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	—	—	—	—	—	—	—	—	—

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Beast fang belt—Belt made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	2	2	—	—	—	—	—	—	—	—	—	—

Beast hide belt: Belt made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	3	—	—	—	—	—	—	—	—

Rock girdle: Made from rock orb and moon buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	—	—	—	—	—	—	—

Bone girdle: Girdle made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	—	—	—	—	—	—	—

Tusk girdle: Girdle made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	3	3	—	—	—	—	—	—	—	—	—	—

Hide girdle: Girdle made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	4	—	—	—	—	—	—	—	—

Blood girdle: Girdle dyed in red with beast blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	—	—	3	—	—	—	—	—	—

Metal rope: Made from metal orb and silver buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	—	—	—	—	—	—

Psyche belt: Belt made to resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	—	—	5	—	—	*Charm, Confuse, Berserk*

Power rope: Metal rope made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	4	4	—	—	—	—	—	—	—	5	—	—

Focus rope: Metal rope made from beast blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	4	—	5	—	—	—	—

Speed rope: Metal rope made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	—	—	—	—	—	—	—	5	—

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Metal belt: Made from metal orb and gold buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	—	—	—	—	—	—	—

Flame belt: Made from beast hide with the power of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	5	—	—	—	—	—	—	—	—

Soil belt: Made from beast blood with the power of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	5	—	—	—	—	—	—

Hydro belt: Made from beast fang with the power of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	5	5	—	—	—	—	—	—	—	—	—	—

Detox belt: Belt that can resist Paralyze

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	—	—	—	—	—	—	—	—	Paralyze

Metal girdle: Made from metal orb and moon buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	—	—	—	—	—	—

Elemental belt: Metal girdle powered by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	—	5	5	5	5	—

Red girdle: Made from monster blood with the power of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	6	—	—	7	—	—	—

Yellow girdle: Made from monster hide with the power of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	6	—	—	—	—	—	7	—	—

Poison girdle: Girdle that can resist Poison

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	—	—	—	—	7	—	—	—	Poison

Green girdle: Made from monster fang with the power of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	6	6	—	—	—	—	—	—	—	—	7	—

Dark moon belt: Made from magic orb and silver buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	—	—	—	—	—	—

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Spirit belt: Dark moon belt blessed by the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	—	7	7	7	7	—

Fire belt: Dark moon belt made from monster fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	7	7	—	—	—	—	—	—	9	—	—	—

Resist belt: Belt that can resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	—	—	—	—	9	—	Poison, Sleep, Silence, Blind, Freeze, Petrify

Water belt: Dark moon belt made from monster hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	7	—	—	—	9	—	—	—	—

Wind belt: Dark moon belt made from monster blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	—	—	7	—	—	—	—	9	—

Lunar belt: Made from magic orb and gold buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	—	—	—	—	—	—	—	—

Dark belt: Moon belt blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	—	—	—	—	9	9	9	9	—

Flame belt: Made from mystical materials and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	—	—	—	—	—	12	—	—	—

Exorcist belt: Belt that helps you resist ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	7	—	—	—	—	—	12	—	Poison, Sleep, Paralyze, Silence, Blind, Freeze, Petrify

Aqua belt: Made from mystical materials and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	7	—	7	—	12	—	—	—	—

Storm belt: Made from mystical materials and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	—	—	7	—	—	—	—	12	—

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Lunar girdle: Made from magic orb and moon buckle

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	—	—	—	—	—	—	—	—	—

Oberon's belt: Holy belt that the Spirit King once wore

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	—	—	—	—	12	12	12	12	—

Flame girdle: Girdle with a fire symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	8	—	8	—	—	14	—	—	—

Earth girdle: Girdle with an earth symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	—	—	8	—	—	—	14	—	—

Cure girdle: Girdle that can resist Poison

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	—	—	—	—	14	—	—	—	Poison

Storm girdle: Girdle with a wind symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	8	—	—	—	—	—	—	14	—

Moon belt: Belt that a great sorcerer once wore

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	—	—	—	—	—	—	—	—

Black Moon belt: Powered by the dark moon and the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	—	—	—	—	14	14	14	14	—

Crimson belt: Belt worn by a fire magician

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	8	—	8	—	—	16	—	—	—

Land belt: Belt worn by an earth magician

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	8	—	8	—	—	—	16	—	—

Blue ice belt: Belt worn by a water magician

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	8	—	—	—	16	—	—	—	—

Barrier belt: Belt that helps you resist Paralysis

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	—	—	8	—	—	—	—	16	Paralyze

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New M belt: Belt for increasing magic power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	—	—	—	—	—	—	—	—

Full M belt: Belt that can increase your Energy

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	—	—	—	—	16	16	16	16	—

Red M belt: Belt with a fire symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	—	—	9	—	—	18	—	—	—

Yellow M belt: Protects you from various ailments

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	9	—	—	—	—	—	18	—	Freeze, Petrify

Blue M belt: Belt with a water symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	9	—	9	—	18	—	—	—	—

Green M belt: Belt with a wind symbol engraved on it

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	9	—	9	—	—	—	—	18	—

Moonlight girdle: Moon power helps you put up a barrier

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	—	—	—	—	—	—	—	—

Divine belt: Divine ring blessed by the moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	—	—	—	—	18	18	18	18	—

Leggings

Rock toe ring: Made from hemp string and rock orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	2	—	—	—	—	—	—	—	—

Bone toe ring: Toe ring made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	2	—	—	—	—	—	—	—	—

Tusk toe ring: Toe ring made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	1	1	—	2	—	—	—	—	—	—	—	—

Hide toe ring: Toe ring made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
1	—	—	—	4	—	—	—	—	—	—	—	—

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Rock anklet: Made from rock orb and silk string

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	3	—	—	—	—	—	—	—	—

Bone anklet: Rock anklet made from beast bone

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	3	—	—	—	—	—	—	—	—

Tusk anklet: Rock anklet made from beast fang

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	2	2	—	3	—	—	—	—	—	—	—	—

Hide anklet: Rock anklet made from beast hide

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
5	—	—	—	6	—	—	—	—	—	—	—	—

Stone anklet: Made from rock orb and steel string

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	4	—	—	—	—	—	—	—	—

Energy anklet: Anklet made from beast bone that increases Defense

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	4	—	—	—	—	—	—	—	—

Power anklet: Anklet made from beast fang that increases Attack

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	3	3	—	4	—	—	—	—	—	—	—	—

Speed anklet: Anklet made from beast hide that increases Speed

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	7	—	—	—	—	—	—	—	—

Focus anklet: Anklet made from beast blood that increases Concentration

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
10	—	—	—	4	—	3	—	—	—	—	—	—

Metal toe ring: Toe ring made from string and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	5	—	—	—	—	—	—	—	—

Heat toe ring: Toe ring made from beast bone and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	5	—	—	—	—	5	—	—	—

Quake toe ring: Toe ring made from beast fang and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	4	4	—	5	—	—	—	—	—	5	—	—

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Psyche toe ring: Toe ring made from beast blood and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	5	—	4	—	5	—	—	—	—

Detox toe ring: Toe ring that helps you resist Paralyze

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
15	—	—	—	5	—	—	—	—	—	—	5	Paralyze

Silk anklet: Anklet made from silk string and metal orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	6	—	—	—	—	—	—	—	—

Sleep toe ring: Wear this accessory to resist Sleep

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	10	—	—	—	—	—	—	—	Sleep

Mind toe ring: Toe ring made from beast blood and earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	6	—	5	—	—	—	—	—	—

Power anklet: Anklet made from beast fang and water soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	5	5	—	6	—	—	—	—	—	—	—	—

Energy anklet: Anklet made from beast bone and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
20	—	—	—	6	—	—	—	—	—	—	—	—

Metal ankle: Ankle made from metal orb and steel string

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	7	—	—	—	—	—	—	—	—

Elemental anklet: Metal ankle powered by the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	14	—	—	—	5	5	5	5	—

Red anklet: Strong anklet made from monster blood and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	7	—	6	—	—	7	—	—	—

Rapid ankle: Ankle can resist some ailment attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	12	—	—	—	—	—	7	—	Poison, Sleep, Paralyze, Silence, Blind, Freeze, Petrify

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Blue anklet: Anklet made from monster bone with water power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	—	—	—	7	—	—	—	7	—	—	—	—

Green anklet: Anklet made from monster fang with wind power

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
30	6	6	—	7	—	—	—	—	—	—	7	—

Lunar ankle: Ankle made from magic orb and hemp string

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	8	—	—	—	—	—	—	—	—

Dark ankle: Lunar ankle powered by the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	20	—	—	—	7	7	7	7	—

Fire anklet: Anklet made from monster fang and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	7	7	—	8	—	—	—	—	9	—	—	—

Earth anklet: Anklet made from monster bone and earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	8	—	—	—	—	—	9	—	—

Poison anklet: This anklet can resist Poison attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	14	—	—	—	9	—	—	—	Poison

Wind anklet: Lunar anklet made from monster blood

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
40	—	—	—	8	—	7	—	—	—	—	9	—

Night anklet: Anklet made from magic orb and silk string

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	9	—	—	—	—	—	—	—	—

Darkness anklet: Anklet blessed by the four great spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	25	—	—	—	9	9	9	9	—

Fire ankle: Special anklet made from mystical materials and fire soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	9	—	—	—	—	12	—	—	—

Soil ankle: Anklet made from mystical materials and earth soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	15	—	—	—	—	—	12	—	—

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Detox anklet: Can resist Poison attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	—	—	—	15	—	7	—	12	—	—	—	Poison

Wind anklet: Made from mystical materials and wind soul

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
50	7	7	—	9	—	7	—	—	—	—	12	—

Magic anklet: Anklet made from steel string and magic orb

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	10	—	—	—	—	—	—	—	—

Oberon's anklet: Holy anklet worn by the Spirit King

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	30	—	—	—	12	12	12	12	—

Flame anklet: Anklet with the symbol of fire

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	17	—	8	—	—	14	—	—	—

Earth anklet: Anklet with the symbol of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	10	—	8	—	—	—	14	—	—

Frost anklet: Anklet with the symbol of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	8	8	—	10	—	—	—	14	—	—	—	—

Shield anklet: Helps resist Paralysis-causing attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
60	—	—	—	17	—	—	—	—	—	—	14	Paralyze

Moon anklet: Anklet powered by the dark moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	12	—	—	—	—	—	—	—	—

Dark moon anklet: The power of the dark moon increases Speed

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	35	—	—	—	14	14	14	14	—

Focus toe ring: Can resist ailment attacks

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	—	—	—	19	—	8	—	—	16	—	—	Charm, Confuse, Berserk

Land anklet: Yellow anklet with the power of earth

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	19	—	8	—	—	—	16	—	—

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Blue ice anklet: Blue anklet with the power of water

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	19	—	—	—	16	—	—	—	—

Storm anklet: Green anklet with the power of wind

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
70	8	8	—	12	—	8	—	—	—	—	16	—

New M anklet: Worn by the great sorcerer

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	15	—	—	—	—	—	—	—	—

Full M anklet: Holy anklet with the power of the spirits

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	40	—	—	—	16	16	16	16	—

Red M anklet: Magic anklet with the power of the red moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	15	—	9	—	—	18	—	—	—

Yellow M anklet: Magic anklet with the power of the yellow moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	23	—	—	—	—	—	18	—	—

Blue M anklet: Magic anklet with the power of the blue moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	9	9	—	23	—	9	—	18	—	—	—	—

Green M anklet: Magic anklet with the power of the green moon

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
80	—	—	—	23	—	9	—	—	—	—	18	Paralyze

Moonlight anklet: An anklet that shines with moonlight

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	18	—	—	—	—	—	—	—	—

Divine anklet: Divine anklet blessed by the moon goddess

Required Level	ATK	ENR	DEX	AGL	INT	PSY	LGC	Water Resistance	Fire Resistance	Earth Resistance	Wind Resistance	S.A. Resistance
90	—	—	—	45	—	—	—	18	18	18	18	—

Items

The following lists detail the items your find during your adventure in both the single-player and multiplayer games. Each list details the item's function; use this information to determine if you want the item to fill a space in your limited inventory.

Books

Books and scrolls are used to heal lost HP and alter stats during a battle. The effects of stat-altering tomes last for the course of the battle in which they are used. When the battle ends, the stat bonus evaporates.

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Books

Item	Description
Heal scroll	Scroll that heals a little HP.
Heal book	Book that heals some HP.
Heal tome	Tome that heals most HP.
Heal bible	Bible that heals all HP.
Holy water book	Special book that cures all ailments.
Revive book	Revive a teammate with some HP.
Revive tome	Revive a teammate with full HP.
Skill book	Read this book to increase Dexterity.
Power book	Read this book to increase Power.
Energy book	Read this book to increase Energy.
Agility book	Read this book to increase Agility.
Wisdom book	Read this book to increase Intelligence.
Logic book	Read this book to increase Logic.
Psyche book	Read this book to increase Psyche.
Time book	Read this book to drastically increase Speed.
Destiny book	Read this book to drastically increase Dexterity.
Focus book	Read this book to drastically increase Agility.
Resist book	Read this book to drastically increase Logic.
Moon book	Read this book to drastically increase Power.

Potions

Like books, potions restore lost HP, reverse status ailments, and temporarily boost character stats. There are also potions that work in battle, such as poisons and tranquilizers, which bestow status ailments on your foes.

Potions

Item	Description
Potion	Restores a little HP.
Mid potion	Restores some HP.
Large potion	Restores most HP.
Elixir	Fully restores HP.
Holy water	Cure all status ailments.
Angel kiss	Revives a teammate with some HP.
Goddess kiss	Revives a teammate with full HP.
Skill potion	Mystical potion that increases Dexterity.
Power potion	Mystical potion that increases Power.
Energy potion	Mystical potion that increases Energy.
Agility potion	Mystical potion that increases Agility.
Wisdom potion	Mystical potion that increases Intelligence.
Logic potion	Mystical potion that increases Logic.
Psyche potion	Mystical potion that increases Psyche.
Para potion	This potion will Paralyze an enemy.
Tranquilizer	This item puts an enemy to Sleep.
Poison	This bitter brew Poisons an enemy.
Dark potion	Wicked potion that Blinds an enemy.

Food

Prepare delicious cuisine to cheaply restore HP and boost stats. You can also engage in food fights, offering nasty dishes like bad cake to your enemies during the heat of battle. Perhaps the indigestion will affect one of their stats.

Food

Item	Description
Fresh juice	A refreshing juice that heals HP.
Vegetable juice	A hearty juice that heals HP.
Boiled egg	A tasty egg that increases Dexterity.
Cheese omelet	A melted omelet that increases Agility.
Stir fry	A sizzling stir fry that increases Power.
Spicy kabob	A meaty kabob that increases Energy.
Green salad	A leafy salad that increases Intelligence.
Spicy salad	A seasoned salad that increases Logic.
Cheesecake	A sweet cheesecake that increases all stats.
Classic pie	A flaky pie that increases Psyche.
Volk bread	A soft bread that increases Power.
Butter roll	A warm roll that increases Dexterity.
Ham sandwich	A stacked sandwich that increases Agility.
Bad juice	Bitter juice that decreases enemy Energy.
Bad salad	Wilted salad that decreases enemy Intelligence.
Bad meat	Spoiled meat that decreases enemy Power.
Bad cake	Moldy dessert that decreases enemy Dexterity.
Bad pie	Rotten pie that decreases enemy Psyche.
Cream	Cream used to make pies.
Spice	Spices imported from the mainland.
Fairy milk	Milk from forest fairies.
Crisp lettuce	Fresh, crunchy lettuce.
Colored berries	Three different flavors of wild berries.
Red egg	A red-shelled egg.
Beast meat	Meat used to make steak.
Cheese	A delicious aged cheese.
Stolen ham	A favorite delicacy amongst thieves.

Crafting Ingredients

The following list details the crafting ingredients you can buy in stores and find in the wild, either in treasure chests or on the carcasses of slain monsters.

Ingredients

Item	Description
Beast bone	The bone of a beast slain in battle.
Beast fang	The fang of a beast that is useful for crafting equipment.
Beast hide	The hide of a beast that is useful for crafting equipment.
Beast blood	The blood of a beast that is useful for crafting magical items.
Monster bone	The bone of a monster; high-quality material.
Monster fang	The fang of a monster; high-quality material.
Monster hide	The hide of a monster; high-quality material.
Monster blood	The blood of a monster; contains a lot of magic.
Mystical bone	Highest-quality bone from mystic beasts.
Mystical fang	Highest-quality fang from mystic beasts.
Mystical hide	Highest-quality hide from mystic beasts.
Mystical blood	Highest-quality blood from mystic beasts.
Spring water	Pure water taken from the springs.
Ink	Magic ink infused with the power of magic ore.
Papyrus	Magic paper created from moon wood.
Sandstone	A solid block of sand that has many uses.
Iron filings	Filings created from iron ore.

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Item	Description
Moon powder	Powder created from moon ore.
Hemp string	String woven from strands of dried grass.
Silk string	Silken thread taken from silkworms.
Steel string	Strong string woven from strands of steel.
Iron	An ingot made of melted iron ore.
Steel	A steel ingot.
Alloy	An ingot of alloy made from magic ore.
Moon alloy	An ingot of alloy made from moon ore.
Softwood	Cheap wood that's easy to find.
Hardwood	Good wood found in Sepna Forest.
Meld wood	Expensive wood found in Sepna Forest.
Moon wood	Wood from the holy moon trees.
Herb	A restorative herb used in many medicines.
Moonlight herb	A medicine that cures various ailments.
Power herb	Eat this herb to increase Power.
Wisdom herb	Eat this herb to increase Intelligence.
Dark herb	A poisonous herb used in various medicines.
Sandbone hilt	Cheap hilt made from cheap bone.
Hardbone hilt	Sword hilt crafted from tough beast bone.
Moonbone hilt	Hilt crafted from beast bone and moon powder.
Iron blade	A cheap sword blade forged from iron.
Steel blade	A steel blade with a good cutting edge.
Magic blade	A blade forged from magic steel.
Moon blade	A blade forged from moon steel.
Hide glove	A cheap glove made from animal hide.
Light glove	Hide braced with silk; a light, quality glove.
Mesh glove	Hide reinforced with iron; a robust glove.
Iron barb	Claw made out of iron; used in poor accessories.
Steel barb	Claw made out of steel; used in nice accessories.
Magic barb	Claw made of magic steel; great for accessories.
Moon barb	Claw made of moon steel; perfect for accessories.
Light pole	Softwood wrapped in beast hide for grip.
Heavy pole	Hardwood wrapped in beast hide for grip.
Dark pole	Meld wood wrapped in beast hide for grip.
Moon pole	Moon wood wrapped in beast hide for grip.
Rock orb	Magical orb for staffs made from sand.
Metal orb	Magical orb for staffs made from steel powder.
Magic orb	Made from moon powder; used in quality staffs.
Illusion orb	Made from moon powder; perfect for making staffs.
Light frame	Cheap bow frame made from softwood.
Heavy frame	Expensive bow frame made from hardwood.
Magic frame	Quality bow frame made of meld wood.
Moon frame	Supreme bow frame made of moon wood.
Heavy bowstring	Cheap bowstring soaked in beast blood.
Silk bowstring	Quality silk bowstring soaked in beast blood.
Steel bowstring	Ultimate steel bowstring soaked in beast blood.
Silver fitting	Fitting made from silver; used for ornaments.
Gold fitting	Fitting made from gold; used for fine ornaments.
Moon fitting	Imbued with moonstone; used for lunar ornaments.
Silver chain	Polished silver chain; used for ornaments.
Gold chain	Flawless gold chain; used for fine ornaments.
Moon chain	Imbued with moonstone; used for lunar ornaments.
Silver buckle	Ornate silver buckle; good for making belts.
Gold buckle	Ornate gold buckle; great for making belts.
Moon buckle	Ornate moon buckle; perfect for making belts.
Silver inlay	A lovely silver inlay; good material for rings.
Gold inlay	A gorgeous gold inlay; great material for rings.
Moon inlay	A stunning moon inlay; ideal material for rings.
Fire soul	A creature soul that uses the power of fire.
Earth soul	Soul of a creature that fought with the power of earth.
Water soul	Soul of a creature that fought with the power of water.
Wind soul	Soul of a creature that fought with the power of wind.
Fire crystal	A jewel that holds the power of fire.
Earth crystal	A jewel that holds the power of earth.
Water crystal	A jewel that holds the power of water.
Wind crystal	A jewel that holds the power of wind.

Key Items

The following list details the quest-specific items you must collect, use, and deliver in order to complete your mission to dispel the Dark Lord. Some of these items are used in the main quest, while others are associated with side missions. See the "Side Missions" section for full instructions on what to do with each item, how to maximize your Lunar Gauge, and what kind of rewards are offered for handling these items.

Key Items

Item	Description
Moon key	Key to the Dark Lord's sealed chamber.
Forest pass	A pass that allows you through Sepna Forest.
Dragon flute	Used to summon a dragon at Nephrem Mountain.
Earth key	Key that opens the Earth Gate in Dark Citadel.
Gate key	Key that opens a gate in Dark Citadel.
Wind key	Key that opens the Wind Gate in Dark Citadel.
Water key	Key that opens the Water Gate in Dark Citadel.
Dark evidence	Lets you walk on fog in Dark Citadel.
Demon evidence	Lets you walk on fog in Dark Citadel.
Seal key	An odd-looking old key found in Dark Citadel.
Return orb	Orbs that Morezard guards use to activate magic circles.
Aurora wheat	Seven-colored wheat found in Lumines Field.
Aquaria's portrait	Painting of a beautiful blue-eyed woman.
Eternal bone	A cursed bone; highly sought after.
Dragon Blade	Weapon used by the Morezard.
Snake king blood	A strain of blood that has mystical powers.

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Item	Description
Light lens	A magical lens that can purify evil.
Flynn's knife	Flynn's old and rusted blade.
Domerune supplies	Supplies bound for Domerune Port.
Rem supplies	Supplies bound for Rem Village.
Vlad's map	Map of Lumines Field made by Vlad for Chin.
Private journal	A journal filled with married-life complaints.
Mama's lunch	Great-tasting lunch for Jade's citizens.
Boza's antidote	Special medicine to cure Emeril's insomnia.
Eternal claw	A cursed claw found on Nephrem Mountain.
Imperial letter	Letter to be delivered to the royal palace.
Sonya's lunch	Lunch for Sonya's father, a lumberjack in Sepna Forest.
Zeimos charter	Law book of the Zeimos; an ancient artifact.
Ancient scroll	Ancient magic book of the Zeimos; a valuable relic.
Necroberg tome	Necroberg manual written by the Zeimos; a priceless heirloom.
Dowsing rod	Used to find water, precious metals, and living rocks.
Requiem flower	Unique night-blooming flower used for funerals.
Fairy axe	Special axe that fairies use to make scented wood and metal.
Holy oil	Special sap used to keep the holy fire burning in Rem Village.
Dead lantern	Old lantern that burns with an eerie blue light.
Ring of the dead	Ancient Anslo ring worn by a miserable ghost in Forgotten Prison.
Heaven's seal	Seal used to call out the god of heaven in Lumines Field.
Earth's seal	Seal used to call out the god of earth in Gallema Desert.
Fairy glasses	Fairy treasure that magnifies and warps light.
Magic lens	Special lens created by ancients who visited the Lunar Tower.
Emeril's letter	Letter from Emeril to Dr. Boza in Rem Village.
Fire core	One of the four elemental cores used in the Blade Dancer's sword.
Water core	One of the four elemental cores used in the Blade Dancer's sword.
Wind core	One of the four elemental cores used in the Blade Dancer's sword.
Earth core	One of the four elemental cores used in the Blade Dancer's sword.
Sword bracelet	Bracelet used to ascend the Lunar Tower.
Dance bracelet	Bracelet used to ascend the Lunar Tower.
Dancing blade	Blade of a divine sword used by the ancient hero, the Blade Dancer.
Moon hilt	Hilt of a legendary sword passed down to Judge Smith in Rem Village.
Lapis lazuli	A pretty jewel that can be used as a pigment for creating paints.

Lunabilities

The outcome of many battles hinges on your ability to use Lunabilities to cause massive damage to your foes and hinder their ability to attack you. In the middle of battle, you don't have time to read up on what each Lunability does. Therefore, before entering Foo's treacherous wilds, study these lists to learn what each magical spell is capable of. Each listing includes the Lunability's name, what it does, and how many Lunar Points (LP) it costs to cast it.

Character-Specific Lunabilities

Every hero has individual Lunabilities he can use to attack his enemies—many are associated with the caster's element. Any Lunability that does not reference an element does not cause any extra damage, like a normal physical attack. Use these Lunabilities when going up against monsters who bear a resistance to certain elements. For example, if Lance is fighting a squad of water elementals, the Solar Edge Lunability would do no extra damage. In this situation, calling upon a nonelemental Lunability such as Razor Spin is the best choice.

Each hero has a set of Lunabilities they cast on their own, and each has a collection of group Lunabilities that can involve other team members. Each team member that is "linked" to the Lunability exponentially affects the amount of damage the magic spell dishes out.

NOTE

Only Felis is without her own collection of solo Lunabilities, but she makes up for this deficit with her powerful group-based spells.

Lance

Solo

Lunability	Description	LP Cost
Heat Blade	Hit a target with a secret fire skill	15
Blast Blade	Hit a target with a burst of flame	40
Solar Edge	Roast a target with the power of the sun	150
Razor Spin	Attack an enemy with a spinning skill	300
Primal Heat	Hit all foes with a terrifying fire attack	50
Thermal Blast	A fiery skill that strikes all enemies	150
Nova Rain	Smite all enemies with burning rain	400

Group

Lunability	Description	LP Cost
Prominence	Call upon fire to destroy all enemies	100
Nova Flare	Unleash a solar flare on all enemies	200
Volcano	Summon an eruption to damage all enemies	300
Pyrostorm	Summon a dragon's wrath against all foes	550

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Gozen

Solo

Lunability	Description	LP Cost
Mighty Combo	Attack the enemy's many vital points	20
Final Combo	Crush and destroy the enemy's defenses	50
Feet of Fury	Smash the enemy's bones into powder	120
Death Cannon	Pound all foes with an earthshaking blast	100
Power Smash	Devastate your enemy with a final blow	300

Group

Lunability	Description	LP Cost
Lethal Blow	Use the Earth to strike all enemies	100
Mind Fist	Damage enemies with a punishing blow	200
Quake	Call an earthquake to damage all enemies	300
Earthbreaker	Unleash Earth's anger on all enemies	500

Felis

Group

Lunability	Description	LP Cost
Bubble Blast	Hit all enemies with poison bubbles	100
Tsunami	Call a tsunami to wash away all enemies	200
Geyser	Summon water from beneath to drown the foe	300
Maelstrom	Summon a storm to strike all enemies	500

Tess

Solo

Lunability	Description	LP Cost
Soul Shot	Unleash souls to lower enemy Accuracy	30
Dry Breeze	Use the wind to make an enemy miss	60
Arrow Blast	A lethal blow that lowers enemy Attack	150
Power Shot	A shot that lowers an enemy's Defense	300

Group

Lunability	Description	LP Cost
Death Rain	Fire a rain of arrows on all enemies	100
Zephyr Arrow	Gather the Wind to damage all enemies	200
Cyclone	Cast a tempest to blow away all enemies	300
Last Wind	Call a windstorm to destroy your foes	500

General Lunabilities

In addition to character-specific Lunabilities, there is a well of magic spells each character draws from as they level up. These Lunability lists are broken down into several different types; for example, Support Lunabilities help the team effort during battle, and Status Ailment Remedies cure the status ailments caused by monster attacks.

Attack Spells

Lunability	Description	LP Cost
Pyro I	Attack an enemy with a weak fire attack	20
Pyro II	Attack an enemy with a strong fire attack	80
Aqua I	Attack an enemy with a weak water attack	20
Aqua II	Attack an enemy with a strong water attack	80
Zephyr I	Attack an enemy with a weak wind attack	20
Zephyr II	Attack an enemy with a strong wind attack	80
Terra I	Attack an enemy with a weak earth attack	20
Terra II	Attack an enemy with a strong earth attack	80
Serenity I	Low chance of silencing an enemy	10
Serenity II	High chance of silencing an enemy	50
Tox I	Low chance of poisoning an enemy	20
Tox II	High chance of poisoning an enemy	60
Paralyze I	Low chance of paralyzing an enemy	20
Paralyze II	High chance of paralyzing an enemy	60
Rem I	Low chance of putting an enemy to Sleep	20
Rem II	High chance of putting an enemy to Sleep	60
Petrify I	Low chance of Petrifying an enemy	20
Petrify II	High chance of Petrifying an enemy	60
Atra I	Low chance of Charming an enemy	20
Atra II	High chance of Charming an enemy	60
Frost I	Low chance of Freezing an enemy	20
Frost II	High chance of Freezing an enemy	60
Necro I	Low chance of killing an enemy	30
Necro II	High chance of killing an enemy	80
Rage I	Low chance of enraging an enemy	20
Rage II	High chance of enraging an enemy	60
Pyrobraxis I	Attack all enemies with a weak fire attack	50
Pyrobraxis II	Attack all enemies with a strong fire attack	150
Aquabraxis I	Attack all enemies with a weak water attack	50
Aquabraxis II	Attack all enemies with a strong water attack	150
Zephyrbraxis I	Attack all enemies with a weak wind attack	50
Zephyrbraxis II	Attack all enemies with a strong wind attack	150
Terrabraxis I	Attack all enemies with a weak earth attack	50
Terrabraxis II	Attack all enemies with a strong earth attack	150
Destruct	Deal 80% damage to all enemies	200

Status Ailment Remedies

Lunability	Description	LP Cost
Detox	Cure poison	5
Deparalyze	Cure Paralyze	5
Derem	Cure Sleep	8
Depetrify	Cure Petrify	8
Decharm	Cure Charm	10
Defrost	Cure Freeze	10
Restore	Cure all status ailments	50
Detoxas	Cure all allies of Poison	20
Deparaleze	Cure all allies of Paralyze	20
Deremula	Cure all allies of Sleep	20
Depetraleze	Cure all allies of Petrify	20
Deatralis	Cure all allies of Charm	20
Defrostia	Cure all allies of Freeze	20
Deragis	Restore composure of all allies	20
Restoralem	Dispel all status effects on party	70
Hydrocline	Make caster immune to status effects	60
Hydroclenz	Nullify status effects for caster	120
Echo	Transfer status effects from target to caster	20
Econimos	Transfer status effects from party to caster	60

Defensive Spells

Lunability	Description	LP Cost
Wall I	Raise target ally's Defense by 10%	25
Wall II	Raise target ally's Defense by 30%	75
Lunaguard I	Raise target ally's Magic Defense by 10%	25
Lunaguard II	Raise target ally's Magic Defense by 30%	75

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Lunability	Description	LP Cost
Phantom	Cast a barrier on target to block attacks	150
Terraguard I	Raise Earth Resistance by 10%	30
Terraguard II	Raise Earth Resistance by 30%	90
Aquaguard I	Raise Water Resistance by 10%	30
Aquaguard II	Raise Water Resistance by 30%	90
Pyroguard I	Raise Fire Resistance by 10%	30
Pyroguard II	Raise Fire Resistance by 30%	90
Zephyrguard I	Raise Wind Resistance by 10%	30
Zephyrguard II	Raise Wind Resistance by 30%	90
Lunar Shield I	Raise all resistances by 10%	75
Lunar Shield II	Raise all resistances by 30%	150
Phantasma	Cast a barrier on party to block attacks	300
Terragarte I	Raise party Earth Resistance by 10%	30
Terragarte II	Raise party Earth Resistance by 30%	60
Aquagarte I	Raise party Water Resistance by 10%	30
Aquagarte II	Raise party Water Resistance by 30%	60
Pyrogarte I	Raise party Fire Resistance by 10%	30
Pyrogarte II	Raise party Fire Resistance by 30%	60
Zephyrgarte I	Raise party Wind Resistance by 10%	30
Zephyrgarte II	Raise party Wind Resistance by 30%	60
Luna Barrier I	Raise all party resistances by 10%	40
Luna Barrier II	Raise all party resistances by 30%	120
Luna Mirror I	Cast a magic reflector around a single ally	50
Luna Mirror II	Cast a magic reflector around the party	150

Support Spells

Lunability	Description	LP Cost
Restore I	Restore 20% of single ally's max HP	10
Restore II	Restore 50% of single ally's max HP	100
Restore III	Restore 100% of single ally's max HP	200
Revive I	Revive target ally at 10% health	100
Revive II	Revive target ally at full health	200
Derage	Restore target ally's composure	20
Warcry I	Raise target ally's Attack by 10%	25
Warcry II	Raise target ally's Attack by 30%	75
Pace I	Raise target ally's Speed by 10%	25
Pace II	Raise target ally's Speed by 30%	75
Lunalenz I	Raise target ally's Intelligence by 10%	25
Lunalenz II	Raise target ally's Intelligence by 30%	75
Dexa I	Raise target ally's Dexterity by 10%	25
Dexa II	Raise target ally's Dexterity by 30%	75
Lethal I	Slightly raise chances of a critical hit	70
Lethal II	Greatly raise chances of a critical hit	150
Restoras I	Restore 20% of all ally max HP	50
Restoras II	Restore 60% of all ally max HP	150
Restoras III	Restore 100% of all ally max HP	300
Battlecry I	Raise party Attack by 10%	30
Battlecry II	Raise party Attack by 30%	110
Pacima I	Raise party Speed by 10%	30
Pacima II	Raise party Speed by 30%	60
Luna Prism I	Raise party Intelligence by 10%	30
Luna Prism II	Raise party Intelligence by 30%	60
Dexiz I	Raise party Dexterity by 10%	30
Dexiz II	Raise party Dexterity by 30%	60
Barricade I	Raise party Defense by 10%	30
Barricade II	Raise party Defense by 30%	60
Lunagarte I	Raise all party stats by 10%	30
Lunagarte II	Raise all party stats by 30%	60
Fatale I	Slightly raise party's chances of a critical hit	120
Fatale II	Greatly raise party's chances of a critical hit	200
Empathy I	Heal ally 50% and take equal damage	25
Empathy II	Heal ally completely and take equal damage	50
Empathira	Heal party HP and take equal damage	100
Moon Breeze	Halve damage to the caster for a short while	60
Luna Wind	Nullify damage to the caster for a short while	120
Parasite	Absorb all enemy attacks into HP	30
Survivor	Revive at 50% HP when incapacitated in battle	80

Affect Enemy Status

Lunability	Description	LP Cost
Feeble I	Lower enemy Attack by 10%	8
Feeble II	Lower enemy Attack by 30%	25
Decelu I	Lower enemy Speed by 10%	8
Decelu II	Lower enemy Speed by 30%	25
Luna Shade I	Lower enemy Intelligence by 10%	8
Luna Shade II	Lower enemy Intelligence by 30%	25
Dark Sight I	Lower enemy Dexterity by 10%	8
Dark Sight II	Lower enemy Dexterity by 30%	25
Wilt I	Lower enemy Defense by 10%	8
Wilt II	Lower enemy Defense by 30%	25
Lunalize I	Lower enemy Magic Defense by 10%	8
Lunalize II	Lower enemy Magic Defense by 30%	25
Terra Pit I	Lower enemy Earth Resistance by 10%	8
Terra Pit II	Lower enemy Earth Resistance by 30%	25
Aqua Pit I	Lower enemy Water Resistance by 10%	8
Aqua Pit II	Lower enemy Water Resistance by 30%	25
Pyro Pit I	Lower enemy Fire Resistance by 10%	8
Pyro Pit II	Lower enemy Fire Resistance by 30%	25
Zephyr Pit I	Lower enemy Wind Resistance by 10%	8
Zephyr Pit II	Lower enemy Wind Resistance by 30%	25
Viraz I	Lower all enemy resistances by 10%	15
Viraz II	Lower all enemy resistances by 30%	40
Feebos I	Lower all enemy Attack by 10%	25
Feebos II	Lower all enemy Attack by 30%	60
Decelmo I	Lower all enemy Speed by 10%	25
Decelmo II	Lower all enemy Speed by 30%	60
Luna Dark I	Lower all enemy Intelligence by 10%	25
Luna Dark II	Lower all enemy Intelligence by 30%	60
Shadow Sight I	Lower all enemy Dexterity by 10%	25
Shadow Sight II	Lower all enemy Dexterity by 30%	60
Virazna I	Lower all enemy Defense by 10%	25
Virazna II	Lower all enemy Defense by 30%	60
Lunaliza I	Lower all enemy stats by 10%	25
Lunaliza II	Lower all enemy stats by 30%	60
Terraquum I	Lower all enemy Earth Resistance by 10%	25
Terraquum II	Lower all enemy Earth Resistance by 30%	60
Aquaquum I	Lower all enemy Water Resistance by 10%	25
Aquaquum II	Lower all enemy Water Resistance by 30%	60
Pyroquum I	Lower all enemy Fire Resistance by 10%	25
Pyroquum II	Lower all enemy Fire Resistance by 30%	60
Zephyrquum I	Lower all enemy Wind Resistance by 10%	25
Zephyrquum II	Lower all enemy Wind Resistance by 30%	60
Virazem I	Lower all enemy resistances by 10%	60
Vyrazem II	Lower all enemy resistances by 30%	120
Serenizem	Silence all enemies	50
Toxizem	Poison all enemies	80
Parlizem	Paralyze all enemies	80
Remzem	Put all enemies to Sleep	80
Petrazem	Petrify all enemies	80
Atrazem	Charm all enemies	80
Frostem	Freeze all enemies	80
Necrozem	Kill all enemies	120
Ragezem	Enrage all enemies	80
Mok	Lock enemy status	90

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Crafting Recipes

Finding items and weapons, hiking them to one of the town appraisers, and paying him to break items apart is both expensive and time-consuming. Besides, you don't need to have the recipe in your inventory to create an item—you just need to possess the right ingredients and know the correct combination before starting the crafting process. These recipe lists are like a series of cookbooks for swords, potions, and the gear that any adventurer needs before heading out to save the world from impending doom.

Using these recipes, you can craft the weapons and gear you want when you need them, giving you a major advantage when dealing with many of Foo's tougher monsters. For example, Lance has hit Level 50 and is about to attack a boss, but you don't have the money to buy a dark sword. Check the recipes list, buy the inexpensive materials at the crafting broker, and craft the weapon on the cheap.

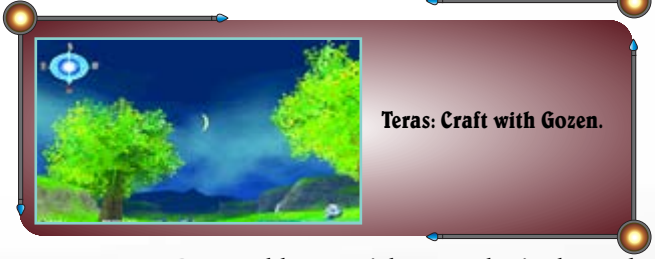
Lunar Effects

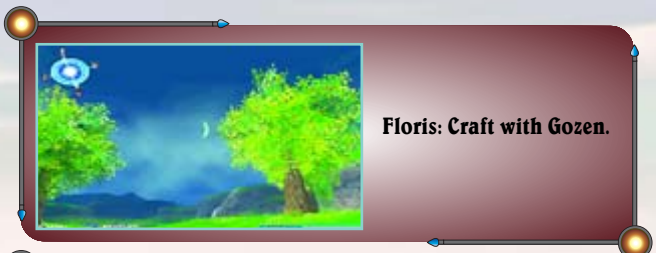
There is a cosmic influence on crafting—the moon. As the moon rises and falls with each night (one day in the game equals approximately 20 real-world minutes), it cycles through a series of hues. These hues are aligned with specific elements and in turn have an effect over characters with matching elemental associations. When the moon matches a character's element, his crafting success rate increases, especially if he is crafting an item with an elemental alignment—such as if Lance tried to craft the fire hide cuff.

The moon's seven normal phases go in the following order:

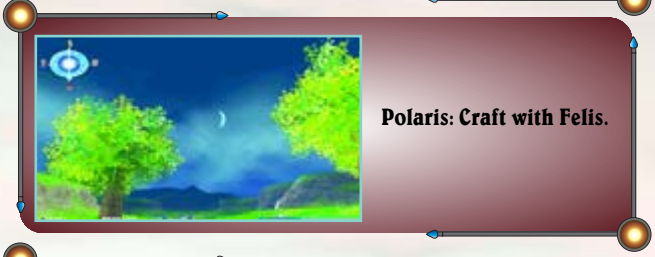


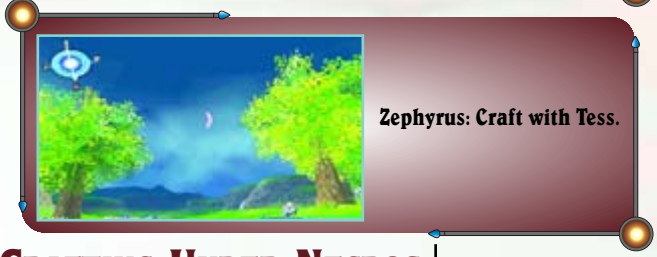












Crafting Under Necros

Every eight days, after the moon has cycled through its phases, it turns black. This moon phase is called Necros, and it has some heavy effects on the crafting process. Unlike the other lunar phases, the Necros moon negates the bonus success rate when characters craft weapons and items under a like-element moon. The chances of success drop if, for example, Felis tried to craft the hydro belt during the Necros moon. However, if Gozen tried to create the hyrdo belt under a Necros moon, the chances of success increase because of the mismatched elements.



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During a Necros moon, there is a possibility that the character will craft a special item while attempting to create something else. Not every recipe has this potential—only specific combinations do, and even then the chances of getting the rare item are still small. For example, if Tess tried to craft the eagle eye during Necros, she might receive an Oberon Bow instead, which is a significant upgrade. These special items can only be crafted under the Necros moon, so if you want a few choice weapons and accessories, keep your eyes on the skies and make sure you have the proper ingredients ready when the moon turns to sackcloth.

Sword Recipes

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Short Sword	Sandbone Hilt	Iron Blade	—	—	—	—
Gladius	Short Sword	Beast Bone	—	—	—	—
Broadsword	Hardbone Hilt	Iron Blade	—	—	—	—
Hunter Sword	Broadsword	Beast Hide	—	—	—	—
Long Sword	Moonbone Hilt	Iron Blade	—	—	—	—
Bastard Sword	Long Sword	Beast Fang	—	—	—	—
Cutlass	Sandbone Hilt	Steel Blade	—	—	—	—
Poison Sword	Cutlass	Beast Blood	Poison	—	—	—
Saber	Hardbone Hilt	Steel Blade	—	—	—	—
Stun Saber	Saber	Beast Bone	Para Potion	—	—	—
Claymore	Saber	Beast Bone	Beast Fang	—	—	—
Nodachi	Saber	Beast Fang	Beast Hide	—	—	—
Great Sword	Moonbone Hilt	Steel blade	—	—	—	Flame Saber
Wolf Slayer	Great Sword	Monster Bone	Monster Hide	—	—	—
Barbarian Sword	Great Sword	Monster Bone	Monster Fang	—	—	—
Mythril Sword	Sandbone Hilt	Magic Blade	—	—	—	Burning Sword
Stun Claymore	Mythril Sword	Monster Hide	Para Potion	—	—	—
Brave Sword	Mythril Sword	Monster Fang	Monster Blood	—	—	—
Demon Slayer	Mythril Sword	Monster Bone	Monster Fang	Monster Hide	—	—
Dark Sword	Hardbone Hilt	Magic Blade	—	—	—	Sunlight Sword
Behemoth Sword	Dark Sword	Mystical Bone	Mystical Blood	—	—	—
Dragoon Blade	Dark Sword	Mystical Fang	Mystical Hide	—	—	—
Caliburn	Dark Sword	Mystical Fang	Mystical Hide	Para Potion	—	—
Black Blade	Moonbone Hilt	Magic Blade	—	—	—	Dragon Killer
Goumatachi	Black Blade	Mystical Blood	Mystical Fang	—	—	—
Harpe	Black Blade	Mystical Bone	Mystical Hide	—	—	—
Oberon's Sword	Black Blade	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Ancient Sword	Sandbone Hilt	Moon Blade	—	—	—	Gram
7 Moon Blade	Ancient Sword	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Overlord's Blade	Hardbone Hilt	Moon Blade	—	—	—	—
Excalibur	Dark Lord's Blade	Mystical Bone	Mystical Fang	Mystical Hide	Para Potion	—
Ancient Godsword	Moonbone Hilt	Moon Blade	—	—	—	Varjas Sword
Dark Moon	Ancient Godsword	Mystical Bone	Mystical Fang	Mystical Hide	Poison	—

Gozen's Melee Weapons

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Leather Cestus	Hide Glove	Iron Barb	—	—	—	—
Battle Cestus	Leather Cestus	Beast Fang	—	—	—	—
Baghnakh	Light Glove	Iron Barb	—	—	—	—
Bone Baghnakh	Baghnakh	Beast Bone	—	—	—	—
Iron Claw	Mesh Glove	Iron Barb	—	—	—	—
Wolf Fang	Iron Claw	Beast Hide	—	—	—	—
Steel Baghnakh	Hide Glove	Steel Barb	—	—	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
War Baghnakh	Steel Baghnakh	Beast Blood	—	—	—	—
Jamadhar	Light Glove	Steel Barb	—	—	—	—
Beast Katar	Jamadhar	Beast Bone	Beast Hide	—	—	—
Basilisk Claw	Jamadhar	Beast Bone	Para Potion	—	—	—
Barbarian Fist	Jamadhar	Beast Fang	Beast Hide	—	—	—
Zarkan Katar	Mesh Glove	Steel Barb	—	—	—	Earth Jamadhar
Storm Katar	Zarkan Katar	Monster Fang	Holy Water	—	—	—
Fury Fist	Zarkan Katar	Monster Bone	Monster Hide	—	—	—
Viper Bite	Zarkan Katar	Monster Bone	Monster Fang	—	—	—
Mythril Baghnakh	Hide Glove	Magic Barb	—	—	—	Earth Shaker
Glory Katar	Mythril Baghnakh	Monster Fang	—	—	—	—
Assassin Dagger	Mythril Baghnakh	Monster Fang	Monster Hide	—	—	—
Gorgon Bite	Mythril Baghnakh	Monster Fang	Monster Hide	Para Potion	—	—
Striker	Light Glove	Magic Barb	—	—	—	—
Ogre Baghnakh	Striker	Mystical Bone	Mystical Blood	—	—	—
Asura Katar	Striker	Mystical Bone	Dark Potion	—	—	—
Dragoon Fist	Striker	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Bodyguard Katar	Mesh Glove	Magic Barb	—	—	—	Magma Katar
Fist of Heavens	Bodyguard Katar	Mystical Blood	Mystical Fang	—	—	—
Holy Baghnakh	Bodyguard Katar	Mystical Hide	Mystical Bone	—	—	—
Tyrant Claw	Bodyguard Katar	Mystical Bone	Mystical Fang	Dark Potion	—	—
Moon Katar	Hide Glove	Moon Barb	—	—	—	Aura Katar
Behemoth Claw	Moon Katar	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Ancient Fist	Light Glove	Moon Barb	—	—	—	Durgas' Anger
Zeimos Fist	Ancient Fist	Mystical Bone	Mystical Fang	Mystical Hide	Para Potion	—
Master Katar	Mesh Glove	Moon Barb	—	—	—	Godhand
God Slayer	Master Katar	Mystical Bone	Mystical Fang	Mystical Hide	Dark Potion	—

Felis's Staves

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Wood Staff	Rock Orb	Light Pole	—	—	—	—
Focus Staff	Wood Staff	Beast Blood	—	—	—	—
Halo Staff	Metal Orb	Light Pole	—	—	—	—
Beast Staff	Halo Staff	Beast Bone	—	—	—	—
Magicians Cane	Magic Orb	Light Pole	—	—	—	—
Quick Staff	Magician's Staff	Beast Hide	—	—	—	—
Mage Cane	Rock Orb	Heavy Pole	—	—	—	—
Sirens Cane	Mage Cane	Beast Fang	Holy Water	—	—	—
Warlocks Staff	Metal Orb	Heavy Pole	—	—	—	—
Wise Staff	Warlock's Staff	Beast Bone	Beast Blood	—	—	—
Charm Staff	Warlock's Staff	Beast Blood	Beast Hide	—	—	—
Sleep Staff	Warlock's Staff	Beast Bone	Tranquilizer	—	—	—
Sorcerer's Staff	Magic Orb	Heavy Pole	—	—	—	Nymph Staff
Mana Staff	Sorcerer's Staff	Monster Bone	Monster Blood	—	—	—
Empowering Cane	Sorcerer's Staff	Monster Bone	Monster Hide	—	—	—
Zeimos Staff	Sorcerer's Staff	Monster Bone	Holy Water	—	—	—
Empathy Cane	Rock Orb	Dark Pole	—	—	—	Undine Staff
Fairy Cane	Empathy Cane	Monster Hide	Monster Blood	—	—	—
Fury Staff	Empathy Cane	Monster Bone	Monster Blood	—	—	—
Black Moon Staff	Empathy Cane	Monster Hide	Monster Fang	Holy Water	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Divine Staff	Metal Orb	Dark Pole	—	—	—	Flood Cane
Slumber Cane	Divine Staff	Mystical Bone	Tranquilizer	—	—	—
Wisdom Staff	Divine Staff	Mystical Bone	Mystical Blood	—	—	—
Titania's Wand	Divine Staff	Mystical Bone	Mystical Blood	Mystical Hide	—	—
Holy Staff	Magic Orb	Dark Pole	—	—	—	Holy Cane
Divine Cane	Holy Staff	Mystical Blood	Mystical Fang	—	—	—
Fairy Staff	Holy Staff	Mystical Hide	Mystical Blood	—	—	—
Hypnosis Wand	Holy Staff	Mystical Bone	Mystical Blood	Tranquilizer	—	—
Ancient Staff	Rock Orb	Moon Pole	—	—	—	Leviathan Cane
Bishop's Cane	Ancient Staff	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Healer's Staff	Metal Orb	Moon Pole	—	—	—	Vritra's Cane
Overlord's Cane	Healer's Staff	Mystical Bone	Mystical Fang	Mystical Hide	—	—
Holy Staff	Magic Orb	Moon Pole	—	—	—	Aqua Cane
Holy Moon Cane	Holy Staff	Mystical Bone	Mystical Fang	Mystical Hide	Holy Water	—

Tess's Bows

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Short Bow	Heavy Bowstring	Light Frame	—	—	—	—
Hunter's Bow	Short Bow	Beast Blood	—	—	—	—
Medium Bow	Silk Bowstring	Light Frame	—	—	—	—
Power Bow	Medium Bow	Beast Bone	—	—	—	—
Longbow	Steel Bowstring	Light Frame	—	—	—	—
Beast Bow	Longbow	Beast Hide	—	—	—	—
Hard Bow	Heavy Bowstring	Heavy Frame	—	—	—	—
Ice Bow	Hard Bow	Beast Fang	Para Potion	—	—	—
Battle Bow	Silk Bowstring	Heavy Frame	—	—	—	—
Paralyze Bow	Battle Bow	Beast Bone	Para Potion	—	—	—
Brave Bow	Battle Bow	Beast Blood	Beast Hide	—	—	—
Wolf Bow	Battle Bow	Beast Bone	Beast Hide	—	—	—
War Bow	Steel Bowstring	Heavy Frame	—	—	—	Zephyr Bow
Empowering Bow	War Bow	Monster Bone	Monster Blood	—	—	—
Freeze Bow	War Bow	Monster Bone	Para Potion	—	—	—
Killer Bow	War Bow	Monster Fang	Monster Hide	—	—	—
Sniper Bow	Heavy Bowstring	Magic Frame	—	—	—	Sylph Bow
Blizzard Bow	Sniper Bow	Monster Hide	Para Potion	—	—	—
Sage Bow	Sniper Bow	Monster Bone	Monster Blood	—	—	—
Rebel's Bow	Sniper Bow	Monster Hide	Monster Fang	Monster Blood	—	—
Great Bow	Silk Bowstring	Magic Frame	—	—	—	Tornado Bow
Glory Bow	Great Bow	Mystical Bone	Mystical Hide	—	—	—
Assassin Bow	Great Bow	Mystical Hide	Mystical Fang	—	—	—
Dark Bow	Great Bow	Mystical Bone	Mystical Blood	Dark Potion	—	—
Ancient Bow	Steel Bowstring	Magic Frame	—	—	—	Storm Bow
Divine Bow	Ancient Bow	Mystical Hide	Mystical Fang	—	—	—
Dragoon Longbow	Ancient Bow	Mystical Hide	Mystical Bone	—	—	—
Zeimos Bow	Ancient Bow	Mystical Bone	Mystical Blood	Dark Potion	—	—
Moon Bow	Heavy Bowstring	Moon Frame	—	—	—	Typhoon Bow
Ghandiva	Moon Bow	Mystical Blood	Mystical Fang	Mystical Hide	—	—
Holy Bow	Silk Bowstring	Moon Frame	—	—	—	Dragon Lord Bow
Glacier Bow	Holy Bow	Mystical Blood	Mystical Fang	Mystical Hide	Para Potion	—
Eagle Eye	Steel Bowstring	Moon Frame	—	—	—	Oberon Bow
Black Moon Bow	Eagle Eye	Mystical Blood	Mystical Fang	Mystical Hide	Dark Potion	—

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Earrings

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Earring	Silver Fitting	Rock Orb	—	—	—	—
Bone Earring	Rock Earring	Beast Bone	—	—	—	—
Tusk Earring	Rock Earring	Beast Fang	—	—	—	—
Hide Earring	Rock Earring	Beast Hide	—	—	—	—
Rock Cuff	Gold Fitting	Rock Orb	—	—	—	—
Bone Cuff	Rock Cuff	Beast Bone	—	—	—	—
Tusk Cuff	Rock Cuff	Beast Fang	—	—	—	—
Hide Cuff	Rock Cuff	Beast Hide	—	—	—	—
Rock Stud	Moon Fitting	Rock Orb	—	—	—	—
Bone Stud	Rock Stud	Beast Bone	—	—	—	—
Tusk Stud	Rock Stud	Beast Fang	—	—	—	—
Hide Stud	Rock Stud	Beast Hide	—	—	—	—
Blood Stud	Rock Stud	Beast Blood	—	—	—	—
Metal Earring	Silver Fitting	Metal Orb	—	—	—	—
R Bone Earring	Metal Earring	Fire Soul	Beast Bone	—	—	—
Y Fang Earring	Metal Earring	Earth Soul	Beast Fang	—	—	—
Poison Earring	Metal Earring	Water Soul	Beast Blood	—	—	—
G Hide Earring	Metal Earring	Wind Soul	Beast Hide	—	—	—
Metal Cuff	Gold Fitting	Metal Orb	—	—	—	—
Fire Hide Cuff	Metal Cuff	Fire Soul	Beast Hide	—	—	—
Zarkan Earring	Metal Cuff	Earth Soul	Beast Blood	—	—	—
Water Fang Cuff	Metal Cuff	Water Soul	Beast Fang	—	—	—
Wind Bone Cuff	Metal Cuff	Wind Soul	Beast Bone	—	—	—
Metal Stud	Moon Fitting	Metal Orb	—	—	—	Elemental Stud
Peace Earring	Metal Stud	Fire Soul	Monster Blood	—	—	—
Yellow Stud	Metal Stud	Earth Soul	Monster Hide	—	—	—
Blue Stud	Metal Stud	Water Soul	Monster Bone	—	—	—
Purple Stud	Metal Stud	Wind Soul	Monster Fang	—	—	—
Lunar Earring	Silver Fitting	Magic Orb	—	—	—	Dark Earring
F Fang Earring	Lunar Earring	Fire Soul	Monster Fang	—	—	—
E Bone Earring	Lunar Earring	Earth Soul	Monster Bone	—	—	—
W Hide Earring	Lunar Earring	Water Soul	Monster Hide	—	—	—
Guard Stud	Lunar Earring	Wind Soul	Monster Blood	—	—	—
Lunar Cuff	Gold Fitting	Magic Orb	—	—	—	Dark Cuff
Fire Earring	Lunar Cuff	Fire Soul	Mystical Bone	Mystical Fang	—	—
Earth Earring	Lunar Cuff	Earth Soul	Mystical Bone	Mystical Hide	—	—
Toxic Earring	Lunar Cuff	Water Soul	Mystical Blood	Mystical Hide	—	—
Tornado Earring	Lunar Cuff	Wind Soul	Mystical Blood	Mystical Fang	—	—
Magician's Stud	Moon Fitting	Magic Orb	—	—	—	Oberon's Stud
Sacred Earring	Magician's Stud	Fire Soul	Mystical Blood	Mystical Hide	—	—
Earth Stud	Magician's Stud	Earth Soul	Mystical Blood	Mystical Fang	—	—
Frost Stud	Magician's Stud	Water Soul	Mystical Bone	Mystical Fang	—	—
Storm Stud	Magician's Stud	Wind Soul	Mystical Bone	Mystical Hide	—	—
Illusion Earring	Silver Fitting	Illusion Orb	—	—	—	Moon Earring
Crimson Earring	Illusion Earring	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Goken's Earring	Illusion Earring	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Azure Earring	Illusion Earring	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Jade Earring	Illusion Earring	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Cuff	Gold Fitting	Illusion Orb	—	—	—	Full M Cuff

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Red M Cuff	New M Cuff	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Cuff	New M Cuff	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Cuff	New M Cuff	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Stud	New M Cuff	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moon Light Stud	Moon Fitting	Illusion Orb	—	—	—	Divine Earring

Necklaces

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Choker	Silver Chain	Rock Orb	—	—	—	—
Bone Choker	Rock Choker	Beast Bone	—	—	—	—
Tusk Choker	Rock Choker	Beast Fang	—	—	—	—
Hide Choker	Rock Choker	Beast Hide	—	—	—	—
Rock Necklace	Gold Chain	Rock Orb	—	—	—	—
Bone Necklace	Rock Necklace	Beast Bone	—	—	—	—
Tusk Necklace	Rock Necklace	Beast Fang	—	—	—	—
Hide Necklace	Rock Necklace	Beast Hide	—	—	—	—
Rock Torque	Moon Chain	Rock Orb	—	—	—	—
Bone Torque	Rock Torque	Beast Bone	—	—	—	—
Tusk Torque	Rock Torque	Beast Fang	—	—	—	—
Hide Torque	Rock Torque	Beast Hide	—	—	—	—
Blood Torque	Rock Torque	Beast Blood	—	—	—	—
Metal Choker	Silver Chain	Metal Orb	—	—	—	—
R Bone Choker	Metal Choker	Fire Soul	Beast Bone	—	—	—
Y Fang Choker	Metal Choker	Earth Soul	Beast Fang	—	—	—
Poison Choker	Metal Choker	Water Soul	Beast Blood	—	—	—
G Hide Choker	Metal Choker	Wind Soul	Beast Hide	—	—	—
Metal Necklace	Gold Chain	Metal Orb	—	—	—	—
F Spirit Choker	Metal Necklace	Fire Soul	Beast Hide	—	—	—
Freedom Medal	Metal Necklace	Earth Soul	Beast Blood	—	—	—
W Spirit Choker	Metal Necklace	Water Soul	Beast Fang	—	—	—
Wd Spirit Choker	Metal Necklace	Wind Soul	Beast Bone	—	—	—
Metal Medallion	Moon Chain	Metal Orb	—	—	—	Elemental Medal
Burning Medal	Metal Medallion	Fire Soul	Monster Blood	—	—	—
Yellow Medallion	Metal Medallion	Earth Soul	Monster Hide	—	—	—
Blue Medallion	Metal Medallion	Water Soul	Monster Bone	—	—	—
Purple Medallion	Metal Medallion	Wind Soul	Monster Fang	—	—	—
Lunar Choker	Silver Chain	Magic Orb	—	—	—	Dark Choker
Fire Choker	Lunar Choker	Fire Soul	Monster Fang	—	—	—
Earth Choker	Lunar Choker	Earth Soul	Monster Bone	—	—	—
Water Choker	Lunar Choker	Water Soul	Monster Hide	—	—	—
Moss Necklace	Lunar Choker	Wind Soul	Monster Blood	—	—	—
Lunar Necklace	Gold Chain	Magic Orb	—	—	—	Dark Necklace
Fire Necklace	Lunar Necklace	Fire Soul	Mystical Bone	Mystical Fang	—	—
Earth Necklace	Lunar Necklace	Earth Soul	Mystical Bone	Mystical Hide	—	—
Water Necklace	Lunar Necklace	Water Soul	Mystical Blood	Mystical Hide	—	—
Motion Necklace	Lunar Necklace	Wind Soul	Mystical Blood	Mystical Fang	—	—
Dark Medal	Moon Chain	Magic Orb	—	—	—	Oberon's Medal
Flame Medal	Dark Medal	Fire Soul	Mystical Blood	Mystical Hide	—	—
Liberation Medal	Dark Medal	Earth Soul	Mystical Blood	Mystical Fang	—	—
Frost Medal	Dark Medal	Water Soul	Mystical Bone	Mystical Fang	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Storm Medal	Dark Medal	Wind Soul	Mystical Bone	Mystical Hide	—	—
Illusion Medal	Silver Chain	Illusion Orb	—	—	—	Moon Necklace
Dimple Torque	Illusion Choker	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Land Necklace	Illusion Choker	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Ice Necklace	Illusion Choker	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Storm Necklace	Illusion Choker	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Medal	Gold Chain	Illusion Orb	—	—	—	Full M Medal
Red M Medal	New Moon Medal	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Medal	New Moon Medal	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Medal	New Moon Medal	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Medal	New Moon Medal	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moonlight Medal	Moon Chain	Illusion Orb	—	—	—	Divine Necklace

Bracelets

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Bracelet	Heavy Bowstring	Rock Orb	—	—	—	—
Bone Bracelet	Rock Bracelet	Beast Bone	—	—	—	—
Tusk Bracelet	Rock Bracelet	Beast Fang	—	—	—	—
Hide Bracelet	Rock Bracelet	Beast Hide	—	—	—	—
Rock Bangle	Silk Bowstring	Rock Orb	—	—	—	—
Bone Bangle	Rock Bangle	Beast Bone	—	—	—	—
Tusk Bangle	Rock Bangle	Beast Fang	—	—	—	—
Hide Bangle	Rock Bangle	Beast Hide	—	—	—	—
Stone Armlet	Steel Bowstring	Rock Orb	—	—	—	—
Bone Armlet	Rock Armlet	Beast Bone	—	—	—	—
Tusk Armlet	Rock Armlet	Beast Fang	—	—	—	—
Hide Armlet	Rock Armlet	Beast Hide	—	—	—	—
Blood Armlet	Rock Armlet	Beast Blood	—	—	—	—
Iron Bracelet	Heavy Bowstring	Metal Orb	—	—	—	—
Hard Bracelet	Metal Bracelet	Fire Soul	Beast Bone	—	—	—
Ice Bracelet	Metal Bracelet	Earth Soul	Beast Fang	—	—	—
Mind Bracelet	Metal Bracelet	Water Soul	Beast Blood	—	—	—
Speed Bracelet	Metal Bracelet	Wind Soul	Beast Hide	—	—	—
Metal Bangle	Silk Bowstring	Metal Orb	—	—	—	—
Fire Bangle	Metal Bangle	Fire Soul	Beast Hide	—	—	—
Soil Bangle	Metal Bangle	Earth Soul	Beast Blood	—	—	—
Poison Bracelet	Metal Bangle	Water Soul	Beast Fang	—	—	—
Wind Bangle	Metal Bangle	Wind Soul	Beast Bone	—	—	—
Iron Armlet	Steel Bowstring	Metal Orb	—	—	—	Element Bracelet
Red Armlet	Metal Armlet	Fire Soul	Monster Blood	—	—	—
Yellow Armlet	Metal Armlet	Earth Soul	Monster Hide	—	—	—
Blue Armlet	Metal Armlet	Water Soul	Monster Bone	—	—	—
Shaman's Armlet	Metal Armlet	Wind Soul	Monster Fang	—	—	—
Lunar Bracelet	Heavy Bowstring	Magic Orb	—	—	—	Dark Bracelet
Illusion Bangle	Lunar Bracelet	Fire Soul	Monster Fang	—	—	—
Earth Bracelet	Lunar Bracelet	Earth Soul	Monster Bone	—	—	—
Water Bracelet	Lunar Bracelet	Water Soul	Monster Hide	—	—	—
Wind Bracelet	Lunar Bracelet	Wind Soul	Monster Blood	—	—	—
Lunar Bangle	Silk Bowstring	Magic Orb	—	—	—	Dark Bangle
Fire Bangle	Lunar Bangle	Fire Soul	Mystical Bone	Mystical Fang	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Earth Bangle	Lunar Bangle	Earth Soul	Mystical Bone	Mystical Hide	—	—
Water Bangle	Lunar Bangle	Water Soul	Mystical Blood	Mystical Hide	—	—
Detox Bangle	Lunar Bangle	Wind Soul	Mystical Blood	Mystical Fang	—	—
Lunar Bracer	Steel Bowstring	Magic Orb	—	—	—	Oberon's Bangle
Flame Wristband	Lunar Armlet	Fire Soul	Mystical Blood	Mystical Hide	—	—
Earth Wristband	Lunar Armlet	Earth Soul	Mystical Blood	Mystical Fang	—	—
Assassin Bangle	Lunar Armlet	Water Soul	Mystical Bone	Mystical Fang	—	—
Storm Wristband	Lunar Armlet	Wind Soul	Mystical Bone	Mystical Hide	—	—
Illusion Armlet	Heavy Bowstring	Illusion Orb	—	—	—	Moon Bracelet
Crimson Bangle	Illusion Bracelet	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Land Bracelet	Illusion Bracelet	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Pure Bangle	Illusion Bracelet	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Storm Bracelet	Illusion Bracelet	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Armlet	Silk Bowstring	Illusion Orb	—	—	—	Full M Armlet
Red M Armlet	New Moon Bangle	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Armlet	New Moon Bangle	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Armlet	New Moon Bangle	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Armlet	New Moon Bangle	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moonlight Armlet	Steel Bowstring	Illusion Orb	—	—	—	Divine Bracelet

Rings

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Ring	Silver Inlay	Rock Orb	—	—	—	—
Bone Ring	Rock Ring	Beast Bone	—	—	—	—
Tusk Ring	Rock Ring	Beast Fang	—	—	—	—
Hide Ring	Rock Ring	Beast Hide	—	—	—	—
Solid Ring	Gold Inlay	Rock Orb	—	—	—	—
Vigor Ring	Solid Ring	Beast Bone	—	—	—	—
Strong Ring	Solid Ring	Beast Fang	—	—	—	—
Agility Ring	Solid Ring	Beast Hide	—	—	—	—
Hard Ring	Moon Inlay	Rock Orb	—	—	—	—
Skeleton Ring	Hard Ring	Beast Bone	—	—	—	—
Fang Ring	Hard Ring	Beast Fang	—	—	—	—
Pelt Ring	Hard Ring	Beast Hide	—	—	—	—
Blood Ring	Hard Ring	Beast Blood	—	—	—	—
Silver Ring	Silver Inlay	Metal Orb	—	—	—	—
Physical Ring	Silver Ring	Fire Soul	Beast Bone	—	—	—
Health Ring	Silver Ring	Earth Soul	Beast Fang	—	—	—
Mental Ring	Silver Ring	Water Soul	Beast Blood	—	—	—
Speed Ring	Silver Ring	Wind Soul	Beast Hide	—	—	—
Gold Ring	Gold Inlay	Metal Orb	—	—	—	—
Agile Ring	Gold Ring	Fire Soul	Beast Hide	—	—	—
Psyche Ring	Gold Ring	Earth Soul	Beast Blood	—	—	—
Poison Ring	Gold Ring	Water Soul	Beast Fang	—	—	—
Energy Ring	Gold Ring	Wind Soul	Beast Bone	—	—	—
Metal Ring	Moon Inlay	Metal Orb	—	—	—	Elemental Ring
Red Ring	Metal Ring	Fire Soul	Monster Blood	—	—	—
Yellow Ring	Metal Ring	Earth Soul	Monster Hide	—	—	—
Blue Ring	Metal Ring	Water Soul	Monster Bone	—	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Lilith Ring	Metal Ring	Wind Soul	Monster Fang	—	—	—
Lunar Ring	Silver Inlay	Magic Orb	—	—	—	Dark Ring
Steel Heart Ring	Lunar Ring	Fire Soul	Monster Fang	—	—	—
Earth Ring	Lunar Ring	Earth Soul	Monster Bone	—	—	—
Aqua Ring	Lunar Ring	Water Soul	Monster Hide	—	—	—
Wind Ring	Lunar Ring	Wind Soul	Monster Blood	—	—	—
Darknight Ring	Gold Inlay	Magic Orb	—	—	—	Darkness Ring
Battle Ring	Darknight Ring	Fire Soul	Mystical Bone	Mystical Fang	—	—
Land Ring	Darknight Ring	Earth Soul	Mystical Bone	Mystical Hide	—	—
Water Ring	Darknight Ring	Water Soul	Mystical Blood	Mystical Hide	—	—
Storm Ring	Darknight Ring	Wind Soul	Mystical Blood	Mystical Fang	—	—
Dark Moon Ring	Moon Inlay	Magic Orb	—	—	—	Oberon's Ring
Flame Ring	Dark Moon Ring	Fire Soul	Mystical Blood	Mystical Hide	—	—
Protect Ring	Dark Moon Ring	Earth Soul	Mystical Blood	Mystical Fang	—	—
Frost Ring	Dark Moon Ring	Water Soul	Mystical Bone	Mystical Fang	—	—
Storm Ring	Dark Moon Ring	Wind Soul	Mystical Bone	Mystical Hide	—	—
Illusion Ring	Silver Inlay	Illusion Orb	—	—	—	Moon Ring
Crimson Ring	Illusion Ring	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Earth Ring	Illusion Ring	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Blue Water Ring	Illusion Ring	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Block Ring	Illusion Ring	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Ring	Gold Inlay	Illusion Orb	—	—	—	Full M Ring
Red M Ring	New M Ring	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Ring	New M Ring	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Ring	New M Ring	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Ring	New M Ring	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moonlight Ring	Moon Inlay	Illusion Orb	—	—	—	Goddess Ring

Armor

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Rope	Silver Buckle	Rock Orb	—	—	—	—
Bone Rope	Rock Rope	Beast Bone	—	—	—	—
Tusk Rope	Rock Rope	Beast Fang	—	—	—	—
Hide Rope	Rock Rope	Beast Hide	—	—	—	—
Rock Belt	Gold Buckle	Rock Orb	—	—	—	—
Beast Bone Belt	Rock Belt	Beast Bone	—	—	—	—
Beast Fang Belt	Rock Belt	Beast Fang	—	—	—	—
Beast Hide Belt	Rock Belt	Beast Hide	—	—	—	—
Rock Girdle	Moon Buckle	Rock Orb	—	—	—	—
Bone Girdle	Rock Girdle	Beast Bone	—	—	—	—
Tusk Girdle	Rock Girdle	Beast Fang	—	—	—	—
Hide Girdle	Rock Girdle	Beast Hide	—	—	—	—
Blood Girdle	Rock Girdle	Beast Blood	—	—	—	—
Metal Rope	Silver Buckle	Metal Orb	—	—	—	—
Psyche Belt	Metal Rope	Fire Soul	Beast Bone	—	—	—
Power Rope	Metal Rope	Earth Soul	Beast Fang	—	—	—
Focus Rope	Metal Rope	Water Soul	Beast Blood	—	—	—
Speed Rope	Metal Rope	Wind Soul	Beast Hide	—	—	—
Metal Belt	Gold Buckle	Metal Orb	—	—	—	—
Flame Belt	Metal Belt	Fire Soul	Beast Hide	—	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Soil Belt	Metal Belt	Earth Soul	Beast Blood	—	—	—
Hydro Belt	Metal Belt	Water Soul	Beast Fang	—	—	—
Detox Belt	Metal Belt	Wind Soul	Beast Bone	—	—	—
Metal Girdle	Moon Buckle	Metal Orb	—	—	—	Elemental Belt
Red Girdle	Metal Girdle	Fire Soul	Monster Blood	—	—	—
Yellow Girdle	Metal Girdle	Earth Soul	Monster Hide	—	—	—
Poison Girdle	Metal Girdle	Water Soul	Monster Bone	—	—	—
Green Girdle	Metal Girdle	Wind Soul	Monster Fang	—	—	—
Dark Moon Belt	Silver Buckle	Magic Orb	—	—	—	Spirit Belt
Fire Belt	Dark Moon Belt	Fire Soul	Monster Fang	—	—	—
Resist Belt	Dark Moon Belt	Earth Soul	Monster Bone	—	—	—
Water Belt	Dark Moon Belt	Water Soul	Monster Hide	—	—	—
Wind Belt	Dark Moon Belt	Wind Soul	Monster Blood	—	—	—
Lunar Belt	Gold Buckle	Magic Orb	—	—	—	Dark Belt
Flame Belt	Lunar Belt	Fire Soul	Mystical Bone	Mystical Fang	—	—
Exorcist Belt	Lunar Belt	Earth Soul	Mystical Bone	Mystical Hide	—	—
Aqua Belt	Lunar Belt	Water Soul	Mystical Blood	Mystical Hide	—	—
Storm Belt	Lunar Belt	Wind Soul	Mystical Blood	Mystical Fang	—	—
Lunar Girdle	Moon Buckle	Magic Orb	—	—	—	Oberon's Belt
Flame Girdle	Lunar Girdle	Fire Soul	Mystical Blood	Mystical Hide	—	—
Earth Girdle	Lunar Girdle	Earth Soul	Mystical Blood	Mystical Fang	—	—
Cure Girdle	Lunar Girdle	Water Soul	Mystical Bone	Mystical Fang	—	—
Storm Girdle	Lunar Girdle	Wind Soul	Mystical Bone	Mystical Hide	—	—
Moon Belt	Silver Buckle	Illusion Orb	—	—	—	Black Moon Belt
Crimson Belt	Moon Belt	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Land Belt	Moon Belt	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Blue Ice Belt	Moon Belt	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Barrier Belt	Moon Belt	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Belt	Gold Buckle	Illusion Orb	—	—	—	Full M Belt
Red M Belt	New M Belt	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Belt	New M Belt	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Belt	New M Belt	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Belt	New M Belt	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moonlight Belt	Moon Buckle	Illusion Orb	—	—	—	Divine Belt

Leggings

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Rock Toe Ring	Hemp String	Rock Orb	—	—	—	—
Bone Toe Ring	Rock Toe Ring	Beast Bone	—	—	—	—
Tusk Toe Ring	Rock Toe Ring	Beast Fang	—	—	—	—
Hide Toe Ring	Rock Toe Ring	Beast Hide	—	—	—	—
Rock Anklet	Silk String	Rock Orb	—	—	—	—
Bone Anklet	Rock Anklet	Beast Bone	—	—	—	—
Tusk Anklet	Rock Anklet	Beast Fang	—	—	—	—
Hide Anklet	Rock Anklet	Beast Hide	—	—	—	—
Stone Anklet	Steel String	Rock Orb	—	—	—	—
Energy Anklet	Stone Anklet	Beast Bone	—	—	—	—
Power Anklet	Stone Anklet	Beast Fang	—	—	—	—
Speed Anklet	Stone Anklet	Beast Hide	—	—	—	—
Focus Anklet	Stone Anklet	Beast Blood	—	—	—	—

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Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Metal Toe Ring	Hemp String	Metal Orb	—	—	—	—
Heat Toe Ring	Metal Toe Ring	Fire Soul	Beast Bone	—	—	—
Quake Toe Ring	Metal Toe Ring	Earth Soul	Beast Fang	—	—	—
Psyche Toe Ring	Metal Toe Ring	Water Soul	Beast Blood	—	—	—
Detox Toe Ring	Metal Toe Ring	Wind Soul	Beast Hide	—	—	—
Silk Anklet	Silk String	Metal Orb	—	—	—	—
Sleep Toe Ring	Silk Anklet	Fire Soul	Beast Hide	—	—	—
Mind Toe Ring	Silk Anklet	Earth Soul	Beast Blood	—	—	—
Strength Anklet	Silk Anklet	Water Soul	Beast Fang	—	—	—
Vitality Anklet	Silk Anklet	Wind Soul	Beast Bone	—	—	—
Metal Ankle	Steel String	Metal Orb	—	—	—	Elemental Anklet
Red Anklet	Metal Ankle	Fire Soul	Monster Blood	—	—	—
Rapid Ankle	Metal Ankle	Earth Soul	Monster Hide	—	—	—
Blue Anklet	Metal Ankle	Water Soul	Monster Bone	—	—	—
Purple Anklet	Metal Ankle	Wind Soul	Monster Fang	—	—	—
Lunar Ankle	Hemp String	Magic Orb	—	—	—	Dark Ankle
Fire Anklet	Lunar Ankle	Fire Soul	Monster Fang	—	—	—
Earth Anklet	Lunar Ankle	Earth Soul	Monster Bone	—	—	—
Poison Anklet	Lunar Ankle	Water Soul	Monster Hide	—	—	—
Wind Anklet	Lunar Ankle	Wind Soul	Monster Blood	—	—	—
Night Anklet	Silk String	Magic Orb	—	—	—	Darkness Anklet
Fire Ankle	Night Anklet	Fire Soul	Mystical Bone	Mystical Fang	—	—
Soil Ankle	Night Anklet	Earth Soul	Mystical Bone	Mystical Hide	—	—
Detox Anklet	Night Anklet	Water Soul	Mystical Blood	Mystical Hide	—	—
Wind Ankle	Night Anklet	Wind Soul	Mystical Blood	Mystical Fang	—	—
Magic Anklet	Steel String	Magic Orb	—	—	—	Oberon's Anklet
Flame Ankle	Magic Anklet	Fire Soul	Mystical Blood	Mystical Hide	—	—
Earth Ankle	Magic Anklet	Earth Soul	Mystical Blood	Mystical Fang	—	—
Frost Ankle	Magic Anklet	Water Soul	Mystical Bone	Mystical Fang	—	—
Shield Ankle	Magic Anklet	Wind Soul	Mystical Bone	Mystical Hide	—	—
Moon Anklet	Hemp String	Illusion Orb	—	—	—	Dark Moon Anklet
Focus Toe Ring	Moon Anklet	Fire Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Land Anklet	Moon Anklet	Earth Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Blue Ice Anklet	Moon Anklet	Water Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Storm Anklet	Moon Anklet	Wind Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
New M Anklet	Silk String	Illusion Orb	—	—	—	Full M Anklet
Red M Anklet	New M Anklet	Fire Soul	Mystical Bone	Mystical Fang	Mystical Blood	—
Yellow M Anklet	New M Anklet	Earth Soul	Mystical Bone	Mystical Fang	Mystical Hide	—
Blue M Anklet	New M Anklet	Water Soul	Mystical Blood	Mystical Hide	Mystical Fang	—
Green M Anklet	New M Anklet	Wind Soul	Mystical Blood	Mystical Hide	Mystical Bone	—
Moonlight Anklet	Steel String	Illusion Orb	—	—	—	Divine Anklet

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Books

Item	Ingredient 1	Ingredient 2	Ingredient 3
Heal Scroll	Papyrus	Ink	Potion
Heal Book	Papyrus	Ink	Mid Potion
Heal Tome	Papyrus	Ink	Large Potion
Heal Bible	Papyrus	Ink	Elixir
Holy Water Book	Papyrus	Ink	Holy Water
Revive Book	Papyrus	Ink	Angel Kiss
Revive Tome	Papyrus	Ink	Goddess Kiss
Skill Book	Papyrus	Ink	Skill Potion
Strength Book	Papyrus	Ink	Power Potion
Vitality Book	Papyrus	Ink	Energy Potion
Agility Book	Papyrus	Ink	Agility Potion
Wisdom Book	Papyrus	Ink	Wisdom Potion
Logic Book	Papyrus	Ink	Logic Potion
Psyche Book	Papyrus	Ink	Psyche Potion

Potions

Item	Ingredient 1	Ingredient 2	Ingredient 3
Potion	Spring Water	Herb	—
Mid Potion	Spring Water	Herb	Beast Blood
Large Potion	Spring Water	Herb	Monster Blood
Elixir	Spring Water	Herb	Mystical Blood
Holy Water	Spring Water	Moonlight Herb	—
Angel Kiss	Spring Water	Moonlight Herb	Monster Blood
Goddess Kiss	Angel Kiss	Moonlight Herb	Mystical Blood
Skill Potion	Spring Water	Power Herb	—
Strength Potion	Spring Water	Power Herb	Beast Fang
Vitality Potion	Spring Water	Power Herb	Beast Bone
Agility Potion	Spring Water	Power Herb	Beast Hide
Wisdom Potion	Spring Water	Wisdom Herb	—
Logic Potion	Spring Water	Wisdom Herb	Beast Bone
Psyche Potion	Spring Water	Wisdom Herb	Beast Blood
Para Potion	Dark Herb	Spring Water	—
Tranquilizer	Dark Herb	Power Herb	—
Poison	Dark Herb	Wisdom Herb	—
Dark Potion	Dark Herb	Moonlight Herb	—

Crafting Ingredients

Item	Ingredient 1	Ingredient 2
Sandbone Hilt	Sandstone	Beast Bone
Hardbone Hilt	Iron Filings	Monster Bone
Moonbone Hilt	Moon Powder	Mystical Bone
Iron Blade	Iron	Beast Bone
Steel Blade	Steel	Monster Bone
Magic Blade	Alloy	Monster Bone
Moon Blade	Moon Alloy	Mystical Bone
Hide Glove	Hemp String	Beast Hide
Light Glove	Silk String	Monster Hide
Mesh Glove	Steel String	Mystical Hide

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Item	Ingredient 1	Ingredient 2
Iron Barb	Iron	Beast Fang
Steel Barb	Steel	Monster Fang
Magic Barb	Alloy	Monster Fang
Moon Barb	Moon Alloy	Mystical Fang
Light Pole	Softwood	Beast Hide
Heavy Pole	Hardwood	Monster Hide
Dark Pole	Meld Wood	Monster Hide
Moon Pole	Moon Wood	Mystical Hide
Rock Orb	Sandstone	Beast Fang
Metal Orb	Iron Filings	Monster Fang
Magic Orb	Moon Powder	Monster Fang
Illusion Orb	Moon Powder	Mystical Fang
Light Bow	Softwood	Beast Blood
Heavy Bow	Hardwood	Monster Blood
Magic Bow	Meld Wood	Monster Blood
Moon Bow	Moon Wood	Mystical Blood
Heavy Bowstring	Hemp String	Beast Blood
Silk Bowstring	Silk String	Monster Blood
Steel Bowstring	Steel String	Monster Blood

Book Ingredients

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5	Special Item?
Ink	Holy Water	Dark Potion	Mystical Blood	—	—	—
Papyrus	Holy Water	Moon Wood	Mystical Blood	—	—	—

Food Items

Item	Ingredient 1	Ingredient 2
Fresh Juice	Spring Water	Colored Berries
Vegetable Juice	Spring Water	Crisp Lettuce
Boiled Egg	Spring Water	Red Egg
Cheese Omelet	Red Egg	Cheese
Stir Fry	Crisp Lettuce	Beast Meat
Spicy Kabob	Spice	Beast Meat
Green Salad	Crisp Lettuce	Colored Berries
Spicy Salad	Crisp Lettuce	Spice
Cheesecake	Fairy Milk	Cheese
Classic Pie	Fairy Milk	Cream

Unique Items/Weapons

Item	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4
Aquas Sword	Dancing Blade	Moon Hilt	Water Seed	—
Zephyr Sword	Dancing Blade	Moon Hilt	Wind Seed	—
Terra Sword	Dancing Blade	Moon Hilt	Earth Seed	—
Pyros Sword	Dancing Blade	Moon Hilt	Fire Seed	—
Dragon Flute	Mystical Bone	Mystical Fang	Snake King Blood	—
Time Book	Fire Crystal	Earth Crystal	Water Crystal	Wind Crystal

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